Sprint plan #3

Week 5

Group 2 - Bubble Bobble

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User Story	Task	Responsible	Estimated Effort for Task	Priority	Due date
	Bubbles should start to float after a while (Requirements) [Ex. 1]	Remi	1	A	6-10-2015 12:00
	Bubbles should start to float after a while (CRC) [Ex. 1]	Remi	1	A	8-10-2015 23:55
	Bubbles should start to float after a while (UML) [Ex. 1]	Remi	1	B	8-10-2015 23:55
As a player I want a bubble to start floating up after some time. As a bubble I want to float up after a set amount of time or after a map collision.	Bubbles should start to float after a while (Implement) [Ex. 1]	Remi	5	A	8-10-2015 23:55
	Units should not be able to 'hang' on walls (Requirements) [Ex. 1]	Arthur	1	A	6-10-2015 12:00
	Units should not be able to 'hang' on walls (CRC) [Ex. 1]	*Arthur*	*N.A.*	*D*	
	Units should not be able to 'hang' on walls (UML) [Ex. 1]	*Arthur*	*N.A.*	*D*	
As a unit I want to fall down after I collide with a wall on either side of the map.	Units should not be able to 'hang' on walls (Implement) [Ex. 1]	Arthur	8	A	8-10-2015 23:55
	Add a unique sprite for captured enemies (CRC) [Ex. 1]	*Laurens*	*N.A.*	*D*	
	Add a unique sprite for captured enemies (Requirements) [Ex. 1]	Laurens	1	A	6-10-2015 12:00
	Add a unique sprite for captured enemies (UML) [Ex. 1]	Laurens	1	A	8-10-2015 23:55
As a player I want to recognize bubbles that contain captured enemies.	Add a unique sprite for captured enemies (Implement) [Ex. 1]	Laurens	2	A	8-10-2015 23:55
	Choose *two* design patterns and make sure the are in the code (Implement) [Ex. 2]	Lars (Thomas)	6	A	8-10-2015 23:55
	Choose *two* design patterns and make sure the are in the code (Explanation) [Ex. 2]	Thomas (Lars)	2	A	8-10-2015 23:55
	Choose *two* design patterns and make sure the are in the code (UML) [Ex. 2]	Thomas (Lars)	3	A	8-10-2015 23:55
	Read the paper and answer the 'Software EE' questions [Ex. 3]	Thomas	3	A	8-10-2015 23:55
	Add more game status indicators to the UI (Implement)	Lars	3	C	8-10-2015 23:55
	Add animated enemies in the game	Laurens	10	D	8-10-2015 23:55
	Create assignment 3 pdf	Thomas	1	A	9-10-2015 21:55