

Sprint Plan #3						
Bejeweled - Group 20						
User Story	Task		Responsible	Assigned to	Estimated Effort	Priority
Jewel swaps and the processing of matches between corresponding colours are made more visible by animations.	Update UML		Hugo	Hugo	0.5	D
	Make matches clear simultaneously		Daniël	Daniël	3	B
	Implement swap animations		Daniël	Daniël	4	A
	Implement fall animations		Daniël	Daniël	5	A
	Testing		Björn	Björn	3	C
Composite Pattern implementation (Match class)	Implement pattern		Rob	Rob	4	A
	Natural language description		Rob	Rob	2	B
	Class Diagram		Rob	Rob	2	C
	Sequence Diagram		Rob	Rob	4	C
Observer design pattern implementation	Implement pattern		Evan	Evan	2	A
	Natural language description		Evan	Evan	2	B
	Class Diagram		Evan	Evan	2	C
	Sequence Diagram		Evan	Evan	3	C
Exercise 3	Exercise 3.1		Björn	Björn	2	D
	Exercise 3.2		Björn	Björn	1	D
	Exercise 3.3		Hugo	Hugo	2	D
	Exercise 3.4		Hugo	Hugo	2	D
When the user wants to start a new game. He can press the new game button.			Björn	Björn	2	E