

Sprint Plan #1

Bejeweled - Group 20

User Story	Task	Task Assigned To	Estimated Effort per Task *
Exercise 1	Question 1	Whole Group	1.5
	Question 2	Whole Group	1.25
	Question 3	Whole Group	1.5
	Question 4	Bjon	1.25
	Question 5	Bjon	1.75
Exercise 2	Question 1	Rob	1
	Question 2	Rob	0.5
	Question 3	Rob	2.5
When the user plays the game, all actions are recorded and logged.	Make scenarios and UML for logger.	Hugo	2
	Make logger for user actions.	Daniel, Evan	3.25
	Make logger for automatic game actions.	Evan, Bjorn, Rob	3.5
	Make tests for the logger.	Daniel, Hugo	2

* We used planning poker with the difficulty levels. So we set Exercise 2.2 as the easiest thing and then based all the other values on that initial value.