Sprint Plan #2			
Bejeweled - Group 20			
User Story	Task	Assigned to	Estimated Effort
When the user is playing the game, a timer is shown on the screen	Make/Update UML	Hugo	2
	Add timer to GUI	Hugo	1
	Testing timer	Evan	0.5
When the user reaches a certain amount of points, the level number is increased	Make/Update UML	Evan	2
	Implement score checker and level updater	Rob	3
	Testing level updater	Rob	2
When the user opens the game, the save file is read and loaded	Make XML Parser for Game	Daniël	3
	Implement load function	Björn	2
	Testing load function	Hugo	2
When the user closes the game, the game is saved	Add save function on close	Evan	2
	Test save function	Björn	2