

Sprint Plan #7

Game: 2048

Group: 21

User Story	Task	Assigned to	Estimated Effort
	Exercise 1: True type font	Piet	10 hours (hard)
Story 1	Exercise 1: Select between solvers	Piet	1 hour (easy)
Story 2	Exercise 1: Choose difficulty	Jente	20 hours (hard)
	Exercise 1: Improved communications security	Paul	10 hours (medium)
	Exercise 2: Essay	Everyone	15 hours (medium)

User Stories

Story 1

As a user, I want to be able to choose which solver I want to use. I want the chosen solver to be saved.

Story 2

As a user, I want to be able to set a difficulty in the singleplayer game. This means that the spawn of a new tile isn't random anymore. It spawns the new tile on difficult places to increase the difficulty of the game