

Game: Bubble Trouble		Sprint 3		Week 6					
Group: 32									
User story	Task	Member responsible for the ta	Task Assigned To	Estimated Effort per Task (in h	Priority (A—E)	Actual Effort (h	Done (yes / no)	Notes	Points
As a player, I want to start a normal game with multiple levels. If I win a level, I want to click continue and play a next level.	More Levels working	Tim	Tim + Boning	4	A				
As a player, I want the difficulty to be increasing with the level number. Facing more/bigger bubbles and more walls	Levels with different walls and bubbles	Tim	Tim + Boning	1	A				
As a player I want to be able to pause and/or stop the game	Pause and Resume button	Tim	Tim + Boning	2	B				30
	Stop button to return to homescreen	Tim	Tim + Boning	1	B				
As a player I want to continue at the level where I died/stopped last time.	Level overview screen to select level	Tim	Tim + Boning	2	B				
	Keep track of unlocked levels	Tim	Tim + Boning	1,5	C				
	When starting next level player location is reset to the middle of the screen	Tim	Tim + Boning	1	C				
	Responsibility driven design document	Boning	Tim + Boning	2	A				
As Developer I want to use responsibility driven design	UML visualization of the new level extension	Boning	Tim + Boning	1	A				
	Images in global resource map	Tim	Tim	0,5	D				
As a developer I want to make use of different design patterns	Design patterns implementation	Floris	Floris	4	A				15
As a reviewer I want to have clear descriptions of the patterns implemented	Design patterns description	Floris	Floris	1,5	B				5
As a developer I want a good overview of the design patterns that are implemented	Design patterns class diagram	Floris	Isha + Floris	0,75	C				5
As a developer I want to have a good understanding of transactions between classes from a specific design pattern	Design patterns sequence diagram	Floris	Isha + Floris	0,75	C				5
	Question good and bad practice	Isha	Isha	1	A				4
	Question visual basic	Isha	Isha	1	A				3
	Question factors good/bad practice	Isha	Isha	1	A				4
	Question Describe bad practice	Isha	Isha	1	A				4
	Maven Builds	Isha	Isha	2	A				
	Walls implemetation better	Isha	Isha	1	B				