

Game: Bubble Trouble		Sprint 2	Week 4					
Group: 32								
User story	Task	Assigned to	Estimated Effort	Priority (1-5)	Actual Effort (h)	Done (yes / no)	Notes	Points
As a player, I want to start a new survival game	Create a start button for survival mode	Tim	low	5		x		30
As a player, when I'm playing a survival game, I want the game to keep getting harder and harder	After a certain amount of time, new bubbles are spawned into the game	Floris + Boning	Medium	5		x		
	Spawn time bubbles decreases over time			4		x		
	Bubble size increases over time			4		x		
	The player has one life			5		x		
	There is no life powerup in the survival mode	Boning	low	4		x		
	A new powerup can drop: score doubler	Boning	low-medium	1		x		
	The score doubler gives a 2x score for 10 seconds	Boning	low-medium	1		x		
	The game ends if and only if the player dies.	Boning	low	5		x		
As a player, I want to get more points if the bubble has not bounced yet	The score gained by popping a bubble is multiplied by 2 if the bubble has not bounced yet	Floris	medium	1		x		
As a player, when I finish a survival game, I want to see a leaderboard with all the highscores	When the game ends, the player can fill in his name and his name + his score is saved	Floris	medium	1		x		
	The highscores are shown on the leader board after the game ends	Floris + Boning	medium			x		
	Ten highscores are shown on the lead board	Floris + Boning	medium			x		
	If the player has a score higher than the lowest high score, the new score will be added to the leader board and the lowest high score will be deleted.	Floris + Boning	medium			x		
As a developer, I want my extension to be well thought out, and documented correctly	Use responsibility driven design for survival game	Tim	low-medium	4		x		15
	Use UML for survival game	Naomi	medium	5		x		
	Add Tests for added code	Floris	medium	4		x		
	More coverage of tests	Floris	medium	4		x		
	Add javadoc to all methods	Boning	low-medium	4		x		
	Restructure code	Tim	high	2		x		
	Remove all unused branches	Boning	low	3	0,08	Yes		
	Split up methods >200 lines	Tim	low-medium	4		x		
	Remove mains from Screens	Naomi	low	3	0,08	Yes		
	Edit pom file in maven	Naomi	low	5		x		
	Add requirements to trello	Tim	low	2		x		
	Hand in sprint reflection of last week	Isha	low	5	0,08	x		
	Hand in this sprint plan	Isha	low	5		x		
	Hand in survival requirements	Isha	low	5	0,08	x		
	Hand in walls requirements	Isha	low	5		x		
As a developer, I want my code to be as well organized as possible	refactor levelcreator + let NormalLevelCreator and SurvivalLevelCreator extend from it	Tim	medium	5		x		
	refactor game + let NormalGame and SurvivalGame extend from it	Tim	medium	5		x		
	rename driver to gameScreen + let NormalGameScreen and SurvivalGameScreen extend from it	Tim	high	5		x		
						x		
	make a score class and refactor the code depending on it	Tim	medium	5		x		
As a player, when I play the game, I want walls in my level where the ball bounces against and the player can't go through	Create a wall class	Isha	medium	5		x		30
	Walls can be added to a level	Naomi	low	5		x		
	There are 3 subclasses of walls: Player walls, Bubble walls, and Duo walls	Isha	medium	5		x		
	When a bubble hits a player wall, it will go through it	Naomi	medium	5		x		
	When a player hits a player wall or a duo wall, the player can't go further into that direction	Naomi	medium	5		x		
	When a bubble hits a bubble wall or a duo wall, it will bounce back to the other direction	Naomi	medium	5		x		

	When a player hits a bubble wall, he will go through it	Naomi	medium	5		x		
	Neither a player nor a bubble can go through a duo wall	Naomi	medium	5		x		
	When a certain condition is met, the wall will dissapear	Naomi	medium	5		x		
	A condition for a wall to disappear is depending on the level.	Naomi	medium	5		x		
	Example conditions are: all bubbles are popped, a timer, switch on the roof	Naomi	medium-high	4		x		
	The 3 different types of walls have different colors	Isha	low	4				
	Use UML for survival game	Isha	medium	5		x		
	Use responsibility driven design for survivial game	Isha	medium	5		x		15
	Add Commit tag	Isha	low	6		x		
	Check Commit tag	Boning	low	6		x		
	Create sprint plan and requirements	Isha	medium	6	2	x		