Game: Bubble Trouble		Sprint 2		Week 4					
Group: 32									
User story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	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	А				
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	А				-
	Pause and Resume button	Tim	Tim + Boning	2	В				30
	Stop button to return to homescreen	Tim	Tim + Boning	1	В				
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	В				
	Keep track of unlocked levels	Tim	Tim + Boning	1,5	С				
	When starting next level player location is reset to the middle of the screen	Tim	Tim + Boning	1	С				
	Responsibility driven design document	Boning	Tim + Boning	2	Α				
As Developer I want to use responsibility driven design		Boning	Tim + Boning	1	A				15
.,,,,	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	Design patterns description	Floris	Floris	1,5	В				5
As a developer I want a good overview of the design				0,75	С				5
As a developer I want to have a good understanding of	Design patterns class diagram	Floris	Isha + Floris	·					
transactions between classes from a specific design pattern	Design patterns sequence diagram	Floris	Isha + Floris	0,75	С				5
	Question good and bad practice	Isha	Isha	1	Α				4
	Question visual basic	Isha	Isha	1	Α				3
	Question factors good/bad practice	Isha	Isha	1	Α				4
	Question Describe bad practice	Isha	Isha	1	Α				4
	Maven Builds	Isha	Isha	2	Α				
	Walls implementation better	Isha	Isha	1	В				