

## Sprint Plan 5

Game: Bubble Beam

Group: Group-12

Priority	User story	Task	Assigned to	EE*
1		Responsibility driven design documentation with UML	All	4
1		Reflection on sprinting (and how this will be used in the future)	jan-willem, Liam	4
1		Reflection on design patterns (and how this will be used in the future)	Luka, Sam	4
1		Compare first version of the game to the final version	Leon	2
1		Document what we have learned about ourselves	All	2
2	As a user, I want to be able to play multiple modes in multiplayer games, so the game has more variety	Multiplayer game modes	jan-willem	2
2	As a user, I want to play timed game mode, where I have to pop all bubbles in a certain time, so the game is more challenging	Timed game mode	jan-willem	3
2		Improve the graphical quality of the game	Luka, Leon	4
2		Add additional sounds and background music to the game and revise original sounds	Luka, Leon	2
2	As a user, I want different animations for different bubbles	Multiple pop animations	Sam	3
2	As a user, I want to play levels that are predefined by the game designers	Predefined levels	Liam	4
3		Improve documentation with (building) javadocs	All	4
3		Improve overall code quality	All	4

EE\*: Estimated Effort, classified on a scale from 1 to 5 (increasing in effort)

The first priority was given to the project reflection document and designing the 20% time assignment using responsibility driven design. The tasks that are predetermined by the assignment are deemed more important because the other assignments are more flexible and require the design to be finished first.

The second priority is given to implementing the 20% time assignment.

The lowest priority is given to tasks which are not part of the assignment, but are done to improve the quality of the whole project.