Sprint Plan #1
Game: Bubble Beam
Group: Group-12

User Story	Task	Task Assigned To	Estimated Effort per Task*
	Write Write tests fors for BubbleMesh	Liam	2
	Write tests for ColouredBubble	Leon	1
	Write tests for Cannon	Sam	2
	Write tests for MovingBubble	Luka	1
	Write tests for ObservableObject	Liam	1
	Write tests for Vector2f	Luka	1
	Assigment 1.1	Jan-Willem	2
	Assigment 1.2	Jan-Willem	2
	Assigment 1.3	Sam	1
	Assigment 1.4	Leon	3
	Assigment 2.1	Luka	2
	Assigment 2.2	Sam	1
	Assigment 2.3	Liam	2
	Comments – Bubble**	Liam	2
	Comments – Cannon	Sam	1
	Comments – MovingBubble	Luka	1
	Comments – GameOver	Liam	1
	Comments – GUI	Leon	1
	Comments – Launcher	Sam	1
	Comments – GuiThrowAwayPanel	Leon	1
	Comments – ObservableObject	Liam	1
	Comments – Vector2f	Luka	1
Assigment 3 The game has to allow at least two players playing using two computers connected through the	Assigment 3.2 – Planning	Sam & Luka & Leon	3
	Setting up connection	Sam & Luka	3
	Bubble shooting sync	Sam & Luka	3
	Bubble popping sync	Sam & Luka	3
	Level sync	Sam & Luka	3
	GUI for multiplayer	Leon	3
When bubbles pop, then bubbles should appear on the opponent's side.	inplement mechanic	Leon	3
	Fix – Game-over bug	Jan-Willem	2
	Fix – Rename GuiThrowAwayPanel	Leon	0
	Fix - Bubble popping bug	Jan-Willem	1

*The estimated effort per task is scored from 0 to 3, with 0 being no effort and 3 being moderate effort
**:AbstractBubble, Bubble, BubbleMesh, BubblePlaceholder, ColouredBubble