

Sprint Plan #3
Game: Bubble Beam
Group: Group-12

Priority	User story	Task	Assigned to	EE*
1		Requirements document power up bubbles	All	2
1		Analysis & design for power up bubbles	All	
2	As a player , every once in a while I should get a power up bubble loaded up in my cannon which has special abilities (Power up bubbles)	Refactor moving bubble to decorator. For the powerup bubbles, the moving bubble has to be reworked to allow any type of bubble being shot. A decorator should be used to allow nesting of decorators.	Jan-Willem, Leon	4
2		Make a factoryclass that decides in the case of a special bubble what decorations said bubble will have. Some impractical combinations should be excluded.	Leon	4
2		Implementation collide/snap/pop hooks for powerup bubbles. For powerup bubbles, bubbles should be provided with hooks, so that bubble decorators can hook onto them.	Jan-Willem, Leon	4
2	A joker bubble should pop with a bubble of any color. If it is adjacened to less than 3 bubbles, the joker receives the colour of the bubble it collided with.	Implementation of Joker Bubble	Jan-Willem	2
2	A bomb bubble should pop all bubbles in a certain radius around it after colliding.	Implemenation Bomb Bubble	Leon	2
3	Improve code maintainability and readability	Exercise 2.1 (a) Natural language description MVC	Liam	3
3		Exercise 2.2 (a) Class diagram MVC	Liam	2
3		Exercise 2.3 (a) Sequence diagram MVC	Liam	3
3	Improve code extendability (powerups)	Exercise 2.1 (b) Natural language description decorator implementation required for shooting power up bubbles	Sam & Luka	3
3		Exercise 2.2 (b) Class diagram Decorator	Sam & Luka	2
3		Exercise 2.3 (b) Sequence diagram Decorator	Sam & Luka	3
3	For the powerup bubbles, a pop behaviour has to be introduced, because the bomb bubble pops all bubbles in a radius, instead of the default recursive strategy.	Exercise 3: natural language description: strategy pop behav	Sam & Luka	2
3		Exercise 3: Class diagram : strategy pop behaviour	Sam & Luka	2
3		Exercise 3: Sequence diagram: strategy pop behaviour	Sam & Luka	3
3	With more bubbles on a row, an incorrect amount of bubbles should be inserted at the top. We should make this dependend on the map input.	Bugfix: row insertion bug	Jan-Willem	2
3		Write tests for bubble implementations	Jan-Willem	4
4	A bomb bubble should add bubbles in all the empty spots in a certain radius around it after colliding.	Implementation InverseBombBubble	Leon	2
4	This bubble can't be popped directly but only by popping the bubbles that connect it to the top	Implementation StoneBubble	Liam	2
4	This bubble should move in a more difficult to predict way, so the user will have more difficulty accurately aiming the bubble	Implementation DrunkBubble	Luka	2
4	As a player, I should be anoyed by anoying sounds when shooting or popping bubbles.	Implementation SoundBubble	Sam	2
5		Write tests for cannon package	Jan-Willem	2
5		Write tests for bubblemesh	Jan-Willem	4
5		Write tests for game controller	Liam	4
3		Update requirements for logging	Jan-Willem	2
5		Small enhancement: smaller and more bubbles	Jan-Willem	1
5		Small enhancement: pop sound effect	Jan-Willem, Leon	1

The highest priority is reserved for defining the requirements for the first assignment, since these have to be approved by the TA
The second highest priority is reserved for implementing the design pattern for assignment 1 and two bubbles to verify it is properly implemented, since this assignment has the most uncertainty and points.
The third highest priority is reserved for completing assignments 2 and 3, since these are worth as much as assignment 1 but they have less uncertainty. Also some crucial bugfixes are included in this priority tier.
The fourth priority tier is reserved for implementing additional power-ups, thus completing the first assignment.
The fifth priority is reserved for testing classes that were not tested before due to time constraints. Also some small enhancements are included in this priority tier.

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