Sprint Plan 4
Game: Bubble Beam
Group: Group-12

Priority	User story	Task	Assigned to	EE*
1		Responsibility driven design documentation with UML	Luka, Sam	4
1		Improve the SlaveController (Tradition Breaker)	Jan-Willem	4
1		Explain Data Class MovingBubble	Luka, Sam	3
1		Improve a third design flaw	Jan-Willem	4
2	As a player, I want to choose the game mode to play	Add buttons to switch game modes	Leon	3
2	The highest scores should be saved locally and displayed after a game	Highscores	Leon	2
2		Muliplayer game mechanics	Liam, Leon	4
3	In classic game mode, the player plays the classic bubble shoot	classic game mode	Luka	1
3	In powerup game mode, the player receives power up bubbles every once and a while	Power-up bubble game mode	Luka	1
3	The bubbles should have an animation when they pop	Add a pop animation	Sam	3
4	In the drunk game mode, the player should only get drunk bubbles.	Drunk game mode	Luka	2
4	In timed game mode, the player should pop all bubbles in a certain time	Timed game mode	Liam	3
5		Write tests for power-up bubbles	All	2

The highest priority is reserved for designing the 20% time using responsibility driven design and finishing assignment 2. The tasks that are predetermend by the assignment are deemed more important because the other assignments are more flexible and the implementation might be dependant on the available time.

The second highest priority is reserved for the essentials of making game modes work and completely writing the highscore and multiplayer systems. Writing the essentials of game modes is separate from writing the game modes themselves and required for moving on and is therefore in a higher priority tier.

The third priority is reserved for implementing the game modes in the new system and implementing bubble animations that have no effect on gameplay.

The forth priority is given to tasks which add game modes which are not required. The fourth priority is given to tasks which are seen more optional, but are still required for assignment 1 to be complete.

The fifth requirement is given to writing tests for the bubbles, because it part of this assignment, but is required to improve the project coverage.