

Game: Bubble Trouble
Group: Group 10

Sprint Plan # 01

User Story*	Task ID	Task	Task Assigned To	Estimated Effort per Task
The Core	17	Sub-exercises 1, 2, 3, 4, 5	Joshua	10 hours
UML	18	All sub exercises	Marco	5 hours
Logging (requirements in separate .pdf file)	19	Making a Logger class	Marco	2 hours
	20	Logging all actions	Bastijn	2 hours
As a Player I want a clearly visible projectile so that I can hit the balls properly	21	Change color of projectile ray to be more visible	Faris	0.25 hours (15 minutes)
As a Player I want to be able to see my lives so that I know how many lives I have left	22	Integrate lives in GUI	Lisette	3 hours
As a Player I want to be able to see my score after dying so that I know how well I'm doing	23	Fixing pop-up to show in the game instead of Main Menu	Lisette	1.75 hours
Testen	24	Writing more tests to achieve 75%+ line coverage	Lisette, Bastijn	12 hours
	25	Writing comments for existing tests	Marco	0.5 hours (30 minutes)
Spel	26	Make it so you can only replay levels you have already played	Faris	0.25 hours (15 minutes)
	27	Restructure the game (remove static methods, make methods smaller)	Faris	8 hours
Maven	28	Activating Cobertura, PMD, Checkstyle, FindBugs, PowerMock	Joshua	2 hours
Research	29	Researching a new graphics framework: Slick2D	Joshua	5 hours

*User stories are only necessary for large extensions of the game (e.g. , exercise 3.1, assignment 1). In all the other cases (e.g. , exercise 1 and 2, assignment 1), user stories can be omitted (but task splitting, assignment, and estimated effort are to be done).

Bastijn	8
Faris	8.5
Marco	7.5
Lisette	10.75
Joshua	12 (17 incl research)