

Game: Bubble Trouble
Group: Group 10

Sprint Plan # 01

User Story*	Task ID	Priority	Task	Task Assigned To	Estimated Effort per Task
Assignment 2 - Powerups DEADLINE		1	Responsibility driven design & UML	Joshua	3h
		2	Make abstract Pickup class	Faris	3h
		3	Make abstract Powerup class	Faris	4h
Assignment 2 - Doors DEADLINE		1	Responsibility driven design & UML	Joshua	3h
		2	Make a Door class	Lisette	6h
		3	Implement new levels with doors	Lisette	1h
Testing		2	GameObjects	Bastijn, Marco	12h
		2	viewObjects	Bastijn	2h
		2	logger	Marco	1h
		2	GameLoop	Joshua	2h
20%			slick2d	Joshua	3h
			Anderen helpen	Faris	3h
			achtergronden	Lisette	3h
			levels maken	Bastijn	3h
			plaatjes voor bubbles	Marco	3h

*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 (3)
Faris	7 (3)
Marco	7 (3)
Lisette	7 (3)
Joshua	8 (3)