

Sprint plan #5

Game: Bejeweled

Group: 37

User story	Task	Task assigned to	Estimated effort	Priority
As a user I want to be able to press a hint button, which reveals a move I can do.	Create a hint button.	Kiran	1	D
	Create requirements for the hint implementation.	Irene	1	D
	Implement the logic behind the hint (create a method which returns two tiles that can be swapped).	Irene	3	D
	Create a visual on the board for representing the hint.	Mayke	2	D
	Implement the cooperation between the logic and the visuals on the screen.	Irene	5	D
As a user I want to be able to change the layout of the game: the background colour, the label colours and the button colours.	Make requirements for this.	Irene	0.5	A
	Make a button to go to the layout options screen.	Mayke	0.5	A
	Create the screen for changing the layout.	Mayke	1	A
	Apply the factory pattern to implement the layout options.	Mayke	6	A
Exercise 2 – design patterns	Explain how and why the singleton pattern is implemented in our code.	Samuel	1	A
	Make a class diagram of how the singleton pattern is structured statically in our code.	Samuel	2	A
	Make a sequence diagram of how the singleton pattern works dynamically in our code.	Samuel	2	A
	Explain how and why the decorator pattern is implemented in our code.	Tabé	1	A
	Make a class diagram of how the decorator pattern is structured statically in our code.	Kiran	2	A

	Make a sequence diagram of how the decorator pattern works dynamically in our code.	Kiran	2	A
Exercise 3 – reflection	Write a reflection of approximately 1000 words about what we have learned from the lab.	Taber (+everyone)	6	B