Sprint Plan Iteration #4

Context Project: Bubble Trouble

Group Number: 4

User Story	Task #	Task	Task Leader	Assignee	Relative Estimated Effort (hours)	Priority (A-E)
1. Moving Wall	1	Extend Wall Object with moving wall	Casper	Casper	1.00	A
	2	Create levels with moving walls	Casper	Casper	0.50	B
	3	Add collision events	Casper	Casper	0.50	B
2. Weapon/Pickup Refactor	1	Separate Weapon and Pickup object	Casper	Casper	2.00	C
3. State Cleanup	1	StartScreenState remove Logic (Controller)	Wouter	Wouter	2.00	B
	2	Move Dashboard logic to Helper + Render	Damian	Damian	2.00	B
	3	GameEndedState render	Damian	Damian	2.00	B
	4	Delegate GameState logic + Render Split	Casper	Casper	2.00	B
	5	HighScoreState render	Bram	Bram	2.00	B
	6	KeyBindState	Wouter	Wouter	2.00	B
	7	Split Render LoggerSetScreen	Bram	Bram	2.00	B
	8	Split Render OptionsState	Bram	Bram	2.00	B
	9	Split Render PauseScreen	Damian	Damian	2.00	B
	10	ShopState Split Render + Controller	Damian	Damian	2.00	B
	11	Create States Package	Damian	Damian	0.25	D
4. Design flaw: Game God	1	CollisionHandling to a different object.	Justin	Justin	1.00	B
	2	CollisionMapping with JPacman instanceof	Justin	Justin	3.00	B
5. Design flaw: Schizophrenic	1	Split into Settings and KeybindHelper	Wouter	Wouter	1.00	B
6. Design flaw: not found	1	Write Explanation	Wouter	Wouter	1.00	B
7. Testing Backlog	1	Test bubblefactory	Justin	Justin	0.50	C
	2	Test jsonparser	Wouter	Wouter	0.50	C

	3	Test Level	Wouter	Wouter	1.00	D
	4	Test Player	Justin	Justin	1.00	D
	5	Test Renders for all objects	Justin	Justin	1.00	A
Total					34.25	

Collaborator	Amount of Relative Estimated Effort (in hours)
Damian	8.25
Casper	6.00
Justin	6.50
Bram	6.00
Wouter	7.50
Total	34.25