Sprint Plan #2

Game: Bubble Trouble
Group: 4

User Story	Task	Priority	Assignee	Relative Estimated Effort
Refactoring *As a developer* *I want to have a clean code base,* *so I can easily maintain and extend* *the code*	Create subclasses for each bubble type	1	Casper	0.5
	Create subclasses for each pickup type	1	Casper	0.5
	Create subclasses for each weapon type	1	Casper	0.5
	Refactor the pickup package to make each pickup handle their own effects. (This includes removal of the PickupContent class)	1	Casper	1.5
	Refactor the update method of Game to decrease method length and use of the Quadtree	2	Damian	0.5
	Weapon must have an instance of Player in the constructor signature to enforce a composition relationship.	2	Casper	0.25
	Wrap the resources class in an instantiatable class, to allow the testers to mock this object and therefore be able to run tests on Travis	3	Wouter	0.5
	Enable the possibility to initialize players on a certain spot at the start of a level	3	Wouter	0.5
	Add useful JavaDoc (with tags and hyperlinks) to all methods and classes.	4	All	0.25
	Reduce all method lengths to at most 30 lines	4	All	0.25
	Reduce the responsibilities of the Player class	3	Wouter	0.75
	Refactor GameState	4	Justin	0.5
	Write tests for existing code	4	All	0.5
	Make the tests work on Travis	4	Justin	0.5

Shop Implementation	Make shop interface	2	Damian	1
	Make Shop GameState to switch to	2	Damian	0.25
As a user,	Create UML for shop item structure.	2	Wouter	0.25
I want to be able to buy items in a shop,	Create Money	2	Bram	0.75
so that I can enhance my gaming experience	Create level-centric shop items	3	Bram	0.75
	Create player-centric shop items	2	Bram	0.75
	Add money to the dashboard	3	Justin	0.5
Total				**11.75**

Workload Division

Collaborator	Amount of Relative Estimated Effort (REE) points
Damian	1.75
Casper	3.25
Justin	1.50
Bram	2.25
Wouter	2.00
Total	**10.75**