

Sprint Plan #5

Context Project: Bubble Trouble

Group Number: 4

User Story	Task #	Task	Task Leader	Assignee	Relative Estimated Effort (hours)	Priority (A-E)
1. Essay	1	Reflection on Project development and team progress	Wouter	Justin	3.00	A
	2	Elaborate Problems encountered and solutions	Wouter	Damian	4.00	A
	3	Learning points and future adjustments	Wouter	Bram	3.00	A
2. Special Bubble Implementation	1	Remove factories	Justin	Damian	0.50	C
	2	Create Bacchelli Bubble	Justin	Justin	3.00	A
	3	Create Boss fight level	Justin	Damian	1.00	A
3. Singleton Implementation	1	Make Singleton structure for Settings	Bram	Bram	1.50	A
	2	Create SingletonFactory (wrapper) to allow for mocking	Bram	Bram	2.00	B
4. Decorator Implementation	1	Create Decorator structure for Player	Wouter	Wouter	4.00	A
	2	Refactor ShopItems into decorations	Wouter	Wouter	2.00	A
	3	Change collisionHandler to correctly apply decorations	Wouter	Wouter	0.50	A
5. Project Ordering	1	Renaming and ordering packages	Bram	Damian	1.00	D
6. Code Quality Improvement	1	Refactor Projectile list out of Level and into Weapon only	Wouter	Bram	1.00	E
	2	Make Player Observer instead of EventHandler	Wouter	Wouter	1.00	E
	3	Refactor Level to use no instanceofs and clean lists	Justin	Justin	1.00	E
Total					28.50	

Collaborator	Amount of Relative Estimated Effort (in hours)
Damian	6.50
Casper	N/A
Justin	7.00
Bram	7.50
Wouter	7.50
Total	28.50

Casper is absent this week, meaning he will not collaborate in this iteration. This was discussed in the sprint meeting and was accepted unanimously by all team members.