Sprint Plan #3

Game: Bubble Trouble

Group: 4

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| **User Story** | **Task** | **Member responsible for the task** | **Task assigned to** | **Estimated effort per Task**  *(in hours)* | **Priority(A-E)** |
| 1. Game over implementation  *As a user*  *I want to know my score and money when I lose all my lives, as well as enter my name to enter into the high score list,*  *so that I get feedback on my performance.* | Create a new screen which is shown when the game is over | Damian | Damian | 1 | A |
| Create option to fill out high-score, one for each player | Damian | Damian | 2 | B |
| Show money and score in the game over screen | Damian | Damian | 0.5 | D |
| Make the game go to the game over screen when the game is over | Damian | Damian | 0.5 | A |
| Write the highscore with the corresponding name to a file | Justin | Justin | 2 | C |
| 2. Player dies implementation  *As a user,*  *when I get hit by a bubble and die, I want the screen to freeze for a second,*  *so that I can see how I got hit.* | Pause the screen at the moment that the player dies for 1 second and then reset the level or go the game over screen, dependant of whether the player has lives left. | Casper | Casper | 1 | C |
| 3. Options menu implementation  *As a user,*  *I want to be able to change the controls and*  *toggle the sound and change developer options regarding the logger,*  *so that I can change the game to my preferences.* | Change the controls screen to include options for changing the controls. (Also add a save button to write to file). | Bram | Bram | 1 | A |
| Add the possibility to change the severity of the logger (as a developer option). | Bram | Bram | 0.5 | E |
| Add the possibility to change the controls with which player 1 and 2 move and shoot | Bram | Bram | 2 | A |
| Create option to write settings to a file | Bram | Bram | 0.5 | E |
| Create option to read settings from a file | Bram | Bram | 0.5 | E |
| Change the “controls” button in the main menu to “options” (Change the sprite) | Bram | Bram | 0.25 | E |
| 5. Countdown implementation  *As a user,*  *I want each level to have countdown of 3 seconds,*  *so that I have time to prepare.* | Create overlay to show countdown when a level starts | Casper | Casper | 1 | C |
| 6. High score implementation  *As a user,*  *I want to be able to view all the high scores in a separate menu which can be accessed via the main menu,*  *so that I can compete with my friends.* | Add button in the main menu to enter highscores list | Damian | Damian | 0.5 | B |
| Create a screen which shows the ten highest scores | Casper | Casper | 2 | B |
| Create option to read highscores from a file | Casper | Casper | 2 | C |
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| 7. Design patterns implementation  *As a developer I want to have a clean code base.* | Implement Factory pattern | Wouter | Wouter | 6 | A |
| Implement Observer pattern | Justin | Justin, Wouter | 6 | A |
| **Total** | | | | **32.5** |  |

# Workload Division

|  |  |
| --- | --- |
| **Collaborator** | **Amount of Relative Estimated Effort (*in hours*)** |
| Damian | 4.75 |
| Casper | 6.00 |
| Justin | 8.00 |
| Bram | 4.75 |
| Wouter | 9.00 |
| **Total** | **32.50** |