

# SPRINT PLAN WEEK 8

## USER STORIES

Story	Tasks	Priority
As a Player I want a game over screen to appear when I run out of lives displaying the players score and two buttons. One button will restart the game the other will bring the player to the main menu.	Create new GameOver state. Create a GameOver screen containing two buttons and the score.	A
As a developer I want to apply design patterns	Document and implement two design patterns.	B
As a developer I want to reflect on the past weeks of development.	Make a document reflecting over the past weeks of approximately 1.000 words.	A

## TASK ALLOCATION

TASK	ASSIGNED TO	ESTIMATED EFFORT / 5
Reflect on past weeks	Bart	5
Fix exit buttons	Jasper	1
Create GameOver screen	Arjan	4
Fix important refactor issues	Matthias	4
Document and implement design pattern.	Luke	4
Document and implement design pattern.	Jasper	4