

Game: BubbleBobble		Sprint Plan #3		
Group: 15				
User Story	Task	Assigned To	Estimated Effort (hours)	Priority
excercise 3	Answer questions about for exercise 3	Daan	3	B
When a player does not pop a filled bubble, a stronger enemy spawns.	writing and delivering requirements	Wouter	2	A
	extra bubble logic so it spawns a stronger enemy after its not popped	Matthijs	3	A
	stronger enemy implementation	Wouter	3	A
	writing RDD report	Mathijs	3	B
Design pattern 1: xxxxxxx	implementing <b>Design pattern1 (vervangen met keuze)</b>	Arjo	3	A
	drawing uml report	Arjo	1	B
	drawing sequence diagram	Arjo	1	B
Design pattern 2: xxxxxxxxx	implementing Design Pattern2 (vervangen met keuze)	Eric	3	A
	drawing uml report	Eric	1	B
	drawing sequence diagram	Eric	1	B
Code quality	Fix checkstyle errors in code	Everyone	(per person)	1 C
Testing	Test previously created methods that are not tested yet.	Daan	3	A
Sprint review	Create sprint review of sprint 2		1	C