Game: BubbleBobble		Sprint Plan #3					
Group: 15							
User Story	**Task**	**Assigned To**	**Estimated Effort** (hours)	**Actual effort per task (hours)**	**Done**	**Notes**	
exercise 3	Answer questions about for exercise 3	Daan	3	3	yes		
	writing and delivering requirements	Wouter	2	2	yes		
	extra bubble logic so it spawns a stronger enemy after its not popped	Matthijs	3	3	yes		
	stronger enemy implementation	Wouter	3	4	yes		
When a player does not pop a filled bubble, a stronger enemy spawns.	writing the RDD report	Mathijs	3	3	yes		
	implementing Singleton	Arjo	3	2	yes		
	drawing uml report	Arjo	1	0.5	yes		
Design pattern 1: Singleton	drawing sequence diagram	Arjo	1	1	yes		
	implementing Factories	Eric	3	3	yes		
	drawing uml report	Eric	1	1	yes		
Design pattern 2: Factories	drawing sequence diagram	Eric	1	1	yes		
Code quality	Fix checkstyle errors in code	Everyone/Daan	(per person) 1	1	yes		
Testing	Test previousely created methods that are not tested yet.	Daan	3	4	yes		
Sprint review	Create sprint review of sprint 2	Everyone/Wouter	1	0.5	yes		
Problems encountered							
-							
Adjustments for next sprint:							
none							