

Game: BubbleBobble		Sprint Plan #5				
Group: 15						
User Story	Task	Assigned To	Estimated Effort (hours)	Actual effort	Done	Notes
High Score List	Implementing High Score List	Eric	3		3 yes	
	RDD High Score List (previous file had all the points, check it out)	Eric	1		2 yes	
	Testing High Score List	Wouter	1		1 yes	
Design Patterns	Design pattern 1 Implementation	Matthijs	3		3 yes	
	Testing Design Pattern	Wouter	1		2 yes	
	Design pattern 2 Implementation	Daan	3		3 yes	
	Testing Design Pattern	Wouter	1		3 no	Spend a lot of time trying to test, but no real coverage achieved
Reflection	Writing reflection document	Matthijs	2		2 yes	
Game Polishing	Improving Sprites	Eric	0.5		1 yes	
	Adding more Sounds	Matthijs	0.5		1 yes	
	Adding Level Transitions	Arjo	2		3 yes	
	Testing Additions	Wouter	1		1 yes	
	Remove Bug: jumping over top of level/filled bubbled out of level	Arjo	0.5		1 yes	
	Add background	Eric	0.2		1 no	
	Implement Bubble Collisions	Arjo	1.5		2 yes	
	Test Bubble Collisions	Wouter	0.5		1 yes	
	implement Fruit initial speed +test	Wouter	0.5		0.5 yes	
	Remove Bug: angry sprites not working	Matthijs	0.5		0.5 yes	
	Fix Build badge	Matthijs	0.5		0.5 yes	
	Improve Test coverage	Wouter	2		2 yes	
	Lower checkstyle errors	Daan	4		4 yes	Lowered checkstyle errors to 0
Code Polishing	Remove Code duplication in Factory	Arjo	0.5		0.5 yes	
	Fix Assets Accesibility	Arjo	1		1 yes	
	Remove Unecissary Javadocs	Daan	1		0.5 yes	
We did run into some problems with the tests. We got a workaround for the NullPointerException, but it isn't a proper solution. We will look into this n			Wouter	1	2 no	Tried using gdx-test-runner but didnt seem to work.
Problems						
A lot of our estimated efforts seem to be lower than the actual effort. However with a project like this it is always hard to have good estimations for the time you need, because you always run into unforeseen problems.						
Testing proved to have some difficulties. We had problems with the textures in tests before, but we fixed this by using a try catch around the import of the textures and just ignore the errors we catch.						
Ignoring these exceptions is not a proper solution, so to prevent using the try/catch we tried to use gdx-test-runner. This should have fixed these errors, but we could not get this to work as it should.						
Adjustments for next sprint plan:						
This was the last iteration, so this part doesn't apply anymore.						