User Story	Task	Assigned To	Estimated Effort	Actual effort per task (hours)	Done	Notes

Game: BubbleBobble — Sprint Plan #2 Reflection

Group: 15

Estimated Effort not in hours, template was updated later. So we never estimated in hours

User Story	Task	Assigned To	Estimated Effort	Actual effort per task (hours)	Done	Notes
	Testing Files	Eric	medium	3 uur	not fully	should have spend more time on testing files
	Create Sprint Reflection	Daan	low	1	Yes	
	Write Moscow Requirements	Everyone	high	2	Yes	
	bug: When focus is lost everything falls trough the screen	Matthijs	medium	2	Yes	
	Bubbles never disappear (from memory)	Arjo	medium	1	Yes	
	One shot with a bubble can catch 2 enemies	Matthijs	medium	2	Yes	
	You shouldnt be able to move while dead	Arjo	low	1	Yes	
	Add more javadocs	Eric	medium	2	For a big part	
	Enable the used tools in maven	Daan	low	3	Yes	Did not go smoothly, but we finally got it working
	Fix checkstyle errors	Wouter	low	1	Not fully	Still some errors left, but fixed a lot
	Write the report	Everyone	high	3	Yes	
	Player should be able to jump on bubbles	Wouter	medium	2	Yes	
	Warp(when a player falls trough a hole in the bottom, warp to top of level)	Arjo	high	2	Yes	
	Add multiple(3) levels to the game	Daan	low	2	Yes	
	Give player multiple(3) lives	Eric	low	2	Yes	
	UML updaten	Wouter	medium	0	No	Did not feel it was neccesary
	Fix no gravity when on immutable	Mathijs	medium	0	No	

Adjustments for the next Sprint Plan:

Make use of more user stories