Game: BubbleBobble		Sprint Plan #4				
Group: 15						
User Story	Task	Assigned To	Estimated Effort (hours)	Actual effort	Done	Notes
Tooling	adding Travis badge to Readme	matthijs	0.2	0.5	yes	Doesnt link to the build log yet, will do this next week.
	Refactoring Classes for testing	Arjo	3	5	yes	
	Improving Coverage	matthijs	5	6	yes	Fixing the test was pretty hard again and took more time than expected.
Testing	Refactoring current tests	matthijs	3	3 2	yes	
Checkstyle	Lowering errors- Install local checkstyle	Everyone/matthijs	1 hour per person	1 p.p.	yes	
	Make and explain analysis file	Wouter	0.2	0.2	yes	
	Fixing design flaw 1 - God class removal	Arjo	3	3	yes	
	Fixing design flaw 2	Eric	3	3	yes	
inCode Excercise	Fixing design flaw 3	Eric	3	3	yes	
	Requirements	Wouter&daan	1	1	yes	
	Levens displayen implementing	Wouter	0.3	1	yes	
Your Wish is my command	Writing RDD file (look at previous excersice 1, had almost all the points)	Daan & Wouter	2	2	yes	
	Implementing Fruit object(s)	Wouter	1	2	yes	
	Add logic so fruit drops	Wouter	1	1	yes	
If a player pops a bubble, a fruit can drop for extra points	Testing Fruit	Wouter	1	1	yes	
	Add logic so powerup drops and player runs faster	Daan	1	2	yes	
	Testing Powerup	Daan	1	1	yes	
If a player picks up a powerup, he can run faster for some time	Implementing powerup object(s)	Daan	1	1	yes	
Sprint 3 review	making and uploading file	wouter	0.5	1	yes	
Problems:						
We did run into some problems with the tests. We got a workaround for	We did run into some problems with the tests. We got a workaround for the NullPointersException, but it issn't a propper solution. We will look into this next week.					