

Game: BubbleBobble		Sprint Plan #5		
Group: 15				
User Story	Task	Assigned To	Estimated Effort (hours)	Priority
High Score List	Implementing High Score List	Eric	3	A
	RDD High Score List (previous file had all the points, check it out)	Eric	1	A
	Testing High Score List	Wouter	1	A
Design Patterns	Design pattern 1 Implementation	Matthijs	3	A
	Testing Design Pattern	Wouter	1	A
	Design pattern 2 Implementation	Daan	3	A
	Testing Design Pattern	Wouter	1	A
Reflection	Writing reflection document	Matthijs	2	A
Game Polishing	Improving Sprites	Eric	0.5	C
	Adding more Sounds	Matthijs	0.5	C
	Adding Level Transitions	Arjo	2	B
	Testing Additions	Wouter	1	B
	Remove Bug: jumping over top of level/filled bubbled out of level	Arjo	0.5	B
	Add background	Eric	0.2	E
	Implement Bubble Collisions	Arjo	1.5	C
	Test Bubble Collisions	Wouter	0.5	A
	implement Fruit initial speed +test	Wouter	0.5	B
	Improve Test coverage	Wouter	2	A
Code Polishing	Lower checkstyle errors	Daan	4	A
	Remove Code duplication in Factory	Arjo	0.5	A
	Fix Assets Accesibility	Arjo	1	A
	Remove Unecissary Javadocs	Daan	1	C