

Game: BubbleBobble		Sprint Plan #4		
Group: 15				
User Story	Task	Assigned To	Estimated Effort (hours)	Priority
Tooling	adding Travis badge to Readme	matthijs	0.2	E
Testing	Refactoring Classes for testing	Arjo	3	A
	Improving Coverage	matthijs	5	A
	Refactoring current tests	matthijs	3	A
Checkstyle	Lowering errors- Install local checkstyle	Everyone/matthijs	1 hour per person	B
inCode Exercise	Make and explain analysis file	Wouter	0.2	A
	Fixing design flaw 1 - God class removal	Arjo	3	A
	Fixing design flaw 2	Eric	3	A
	Fixing design flaw 3	Eric	3	A
	Requirements	Wouter&daan	1	A
	Levens displayen implementing	Wouter	0.3	B
Your Wish is my command	Writing RDD file (look at previous excersice 1, had almost all the points)	Daan & Wouter	2	A
If a player pops a bubble, a fruit can drop for extra points	Implementing Fruit object(s)	Wouter	1	B
	Add logic so fruit drops	Wouter	1	B
	Testing Fruit	Wouter	1	B
If a player picks up a powerup, he can run faster for some time	Add logic so powerup drops and player runs faster	Daan	1	B
	Testing Powerup	Daan	1	B
	Implementing powerup object(s)	Daan	1	B
Sprint 3 review	making and uploading file	wouter	0.5	B