SPRINT #2

For week 1.4 (starting 22 September 2015)

Game Bubble Bobble
Group 12, Scrumbledore

High-level description / User Story	Task ID	Task	Task Assigned To	Estimated Effort / Time per Task
Fix settings menu Fix logging settings implementation	1	Fix the bug in the GUI that causes the logging selection to not function.	David Alderliesten	1 hour
New features	2	Implement the bubble encapsulation of enemies on contact with the bubble.	Floris Doolaard	3 hours
	3	Local multiplayer (2 player co-op)	Jeroen Meijer	4 hours
Code quality and verification.	4	Increase test coverage to 75%	Jesse Tilro Niels Warnars	8 hours
	5	Refactor existing code	Jesse Tilro	2 hours
Refactor eventlisteners	6	Move the setup of the eventlisteners from the gui class to a separate class.	Jeroen meijer	2 hours
Additional logging functions	7	Implement new logging functions such as, for example, logging of enemy execution and such.	David Alderliesten	3 hours
Fix GUI label display	8	Fix the score display within the GUI to display correctly.	David Alderliesten	1 hour
Final hand in of the report	9	Assemble the final hand-in version of the report for assignment 2 and make small improvements if needed.	David Alderliesten	1 hour