

SPRINT PLAN #5

For week 1.8 (starting 20 October 2015)

Game Bubble Bobble
Group 12, Scrumbledore

ID	Task Summary	Task Description	Assigned To	Estimated Effort	Priority
1	Code testing	Increase the test coverage of the project to 80%	Niels Jeroen	4 hours 3 hours	B
2	NPC Jumping	Enhance AI with jumping behavior	Jesse	1 hours	C
3	Fix CSS	Fix keybinding and advancement label CSS	David	3 hours	D
4	Bugfixing	Fix remaining bugs as reported in GitHub issues	Jeroen David Floris	2 hours 2 hours 2 hours	B
5	Ex 1 - docs	Make required documents + CRC diagram	Floris David Jesse	1 hour 1 hour 1 hour	A
6	Ex 1 - code	Implement Power-Up system	Floris David	5 hours 3 hours	A
7	Ex 1 - sprites	Make and use new sprites for Power-Ups	Jesse	1.5 hours	B
8	Ex 1 - code	Implement multiple different types of enemies including new sprites	Jesse	2.5 hours	C
9	Ex 2 - Pattern 1	Document and implement design pattern 1	Floris	1 hours	A

10	Ex 2 - Pattern 2	Document and implement design pattern 2	Niels	4 hours	A
11	Ex 3 - Reflection	Write 1000 words long reflection essay	Jeroen	3 hours	A
12	Final Report	Construct and publish final report	Jesse	2 hours	A
13	Requirements	Engineer requirements and publish document	Niels Floris	1 hour 1 hour	A