

SPRINT #1

For week 1.3 (starting 15 September 2015)

Game Bubble Bobble
Group 12, Scrumbledore

High-level description / User Story	Task	Task Assigned To	Estimated Effort/Time per Task
As a developer, I want to be able to trace the events in the game by viewing a log which is generated by the game.	Create the logger class	David Alderliesten	30 minutes
	Create player movement logging	David Alderliesten	1 hour
	Create enemy movement logging	David Alderliesten	1 hour
	Create points and event logging	David Alderliesten	1 hour
<i>Code quality and verification</i>	Test case development	Niels Warnars Jesse Tilro	6 hours 6 hours
	Fix code quality suggestions	Niels Warnars	2 hour
	Update documentation	Jeroen Meijer	2 hours
<i>UML</i>	Answer questions concerning UML	Floris Doolgaard	1 hour
	Implement UML	Floris Doolgaard	2 hour
<i>Responsibility Driven Design</i>	CRC Cards	Jesse Tilro	2 hours
	Documentation and Analysis of CRC cards design	Jeroen Meijer	4 hours
<i>Organizational</i>	Minor functional improvements to the Game.	All	1 hour