# SPRINT PLAN #4

## For week 1.5 (starting 13 October 2015)

**Game** Bubble Bobble
**Group** 12, Scrumbledore

| ID | Task Summary | Task Description | Assigned To | Estimated Effort | Priority |
|---|---|---|---|---|---|
| 1 | Software Metrics | Complete the questions related to the software metrics section, including running the automated software and reporting the findings. | David Jesse | 2 hours 2 hours | A |
| 2 | Key Binding | Allow individual players to change their keybinding from the settings menu, and have it function correctly. | Jeroen | 2 hours | A |
| 3 | Bubble Collisions | Fix an error that is causing the bubbles to not collide with wall elements from the side, allowing the player to shoot bubbles out of the game when hugging the vertical walls. | Niels | 3 hours | B |
| 4 | Fix Key Lag | Fix an issue with the keyhandling that is causing certain keys to require holding to work.  For example, the move left key does not actually move the Scrumbledore character left until a few moments later. | Floris | 3 hours | B |
| 5 | Bubble Pop Indicator | Implement a change in the display/color of the bubble that an enemy is in to change when it is about to pop and release the enemy. | Niels | 2 hours | D |
| 6 | Game Win Dialogue | Implement a better game won dialogue, which should display information such as the score and high-score/other interesting statistics, style and theme it, and add options such as a new game or returning to the main menu. | David | 3 hours | D |

| 7 | Requirements | Create and devise the requirements document and place it online. | Jeroen Jesse Niels | 0.5 hour 1 hour 1.5 hour | A |
|---|---|---|---|---|---|
| 8 | Final Report Handin | Create and finalize the report that will be handed in on the deadline day. | Jesse David | 2 hours 2 hours | A |
| 9 | Create Levels | Create new levels that are more enjoyable than the current ones, by adding new features such as horizontal warping and a more challenging enemy layout. | David | 1 hour | E |