

# SPRINT PLAN #3

For week 1.5 (starting 05 October 2015)

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

ID	Task Summary	Task Description	Assigned To	Estimated Effort	Priority
1	GUI revamp	The graphical user interface will be revamped entirely, to be redesigned and to have more functionalities, such as multiplayer/singleplayer options implementing. (Part of exercise 1.1).	David	10 hours	A
2	GUI revamp documentation	Create the required documentation for the GUI revamp and upload them. (Part of exercise 1.2).	David	1 hour	B
3	General Bug fixing	Fix multiple bugs that currently exist in the code, to ensure that the game runs better and has less issues. A focus lies on the issues open on issue tracking on github. (Part of exercise 1.1).	Jesse	4 hours	B
4	Code Quality Improvement	Improve the overall quality of the code and ensure that issues found by checkstyle/findbugs/PMD are resolved.	Niels Jeroen	4 hours 2 hours	D
5	Design Pattern #1	A part of the current program must be refactored/changed to implement one of the given design patterns and document the process for the final report.	Jesse Floris	4 hours 4 hours	B
6	Design Pattern #2	A part of the current program must be refactored/changed to implement one of the given design patterns and document the process for the final report.	Jesse Floris	4 hours 4 hours	B

7	Software Economics Question	Read and share the information found in the document of software engineering economics item, and answer the associated questions found in the assignment document.	Jeroen Niels	2 hours 2 hours	B
8	Keybinding / Settings	Implement a settings menu that allows users to change keybindings upon demand.	Jeroen	4 hours	C
9	Final report	Construct and publish the final report for this sprint's assignment.	Jesse	1 hours	A