

Sprint Plan #1 (assignment 1)								
Game: Bubble Trouble								
Group: 1								
User Story	Task	Task Assigned To	Estimated Effort per Task					
responsibility driven design & UML	CRC cards	All	4					
	Describe the main classes	All	4					
	Less important classes & code changes (maybe)	Alex, Bart	4					
	Draw the class diagram of aforementioned main elements	Stefan, Menno	2					
	Draw the sequence diagram	Mark	8					
	Aggregation and Composition	Stefan, Mark	2					
	Parameterized class	Alex	2					
	Draw the class diagram for all hierarchies	Bart, Menno	8					
Support Logging (responsibility driven design & UML)	- Make requirements document for logger	All	1					
	- Logger Class incl. Logger.log() method	Bart, Alex	8					
	- Logging GUI Package	Mark	4					
	- Logging logic package	Menno, Stefan	8					
*User stories are only necessary for large extensions of the game (e.g., exercise 3.1, assignment 1). In all the other cases (e.g., exercise 1 and 2, assignment 1), user stories can be omitted (but task splitting, assignment, and estimated effort are to be done).								