Sprint Plan #5 (assignment 5)

Game: Bubble Trouble

Group 1

User Story	Task	Task Assigned To	Estimated Effort (hours)	Priority (A-E) (A is highest)		
Exercise 1 (40p)	Setup infrastructure for playing sounds	[Bart], Alex	4	B		
As a user, I want music and	Find/make background music and soundeffects	[Alex], Bart	6	C		
sound effects to play to add to the	and play them in the correct place.					
experience						
As a user, I want to be able to	UI Improvements	[Mark]				
navigate through the game using	- Make menus support full keyboard controls	[Mark]	6	C		
nothing but my keyboard.	- Add small visual effects such as background noise	[Mark]	1	C		
Exercise 2 (30p)	Command pattern (already present, has to be updated	[Menno], Bart				
	- natural language description	[Bart]	1	B		
	- class diagram	[Menno]	1	B		
	- sequence diagram	[Menno]	1	B		
	Iterator pattern:					
	- implement pattern	[Stefan], Menno	8	A		
	- natural language description	[Stefan]	2	B		
	- class diagram	[Menno]	2	B		
	- sequence diagram	[Stefan]	2	B		
Exercise 3 (15p)	Write initial essay	[Mark], Alex	2	A		
	review and improve essay	[Alex], Bart	4	B		
Miscellanoues						
	- Update UML/make crc cards for new classes	[Menno], Bart, Alex, Stefan	4	D		
	- Finish report	[Mark]	1	A		
[] implies this person is responsible when multiple people are assigned to the same task						
hours for multiple people are summed						

People	Total Estimated Effort (hours)					
Mark	9					
Alex	9					
Bart	9					
Menno	9					
Stefan	9					