	Sprint Plan #2 (assignment 2)		
Game: Bubble Trouble			
Group: 1			
User Story	**Task**	**Task Assigned T**	**Estimated Effort (hours)**
As two users, we want to be able to play the game together,	Implement connection between 2 computers with sockets	Alex	4
on different computers.	Implement administrative setup data transfer	Stefan, Alex	8
When I press a key, or some important action happens in my	Implement gameplay data transfer	Bart, Alex	8
game, I want the other player to see the action	Implement gameplay data updating Host	Bart, Menno, Mark	15
on his screen	Implement gameplay data updating Client	Bart, Stefan	7
	Adapt GUI for multiplayer	Mark	6
	CRC Cards	Stefan	3
	Update UML	Menno	2
	Fix checkstyle in travis/maven	Menno	4