

	<b>Sprint Plan #3 (assignment 3)</b>			
Game: Bubble Trouble				
Group 1				
User Story	Task	Task Assigned To	Estimated Effort (hours)	Priority (A-E) (A is highest)
<b>Exercise 1 (45p)</b>	Fix: multiplayer starting/restarting issues	[Mark], Stefan	4	B
As a user, I wish to have a better experience whilst playing the game in multiplayer.	Fix: multiplayer game without 2 players existing	[Mark], Bart	2	B
When I play a game in multiplayer, I wish to have a bugfree and well polished experience without any issues.	Fix: multiplayer movement jarring on double input	Mark	2	E
	Make host/client extended from a base class	Menno	1	D
	Make time-out time far lower	Alex	1	E
	Add new powerups (Freeze, slow/fast balls)	[Bart], Mark	3	B
	Add new powerups (Health, random)	[Mark], Bart	3	B
	Uphold and improve RDD (CRC/UML)	Stefan, Alex	4	C
	Improve general code quality (encapsulation, readability)	[Bart], Menno, Mark, Alex	10	C
	Fix PMD-warnings where necessary	[Menno], Alex, Stefan	3	A
<b>Exercise 2 (30p)</b>	Singleton pattern for logger	[Menno], Bart	5	A
	- create Natural language description	Bart	1	C
	- create Class diagram	Menno	2	B
	- create Sequence Diagram	[Bart], Menno	2	B
	Factory pattern for levels	[Stefan], Alex	5	A
	- create Natural language description	Alex	1	C
	- create Class diagram	Stefan	2	B
	- create Sequence Diagram	[Alex], Stefan	2	B
<b>Exercise 3 (15p)</b>	part 1: about Good and Bad practices	Stefan	1	B
	part 2: about Visual Basic	Alex	1	B
	part 3: about Enumerating 3 other factors	Alex	1	B
	part 4: about 3 bad practice factors	Menno	1	B
<b>People</b>	<b>Total Estimated Effort (hours)</b>			
Mark	11,0			
Alex	11,0			
Bart	10,5			

Menno	11,0			
Stefan	11,5			