

Bubble Shooter

Group 15

| User story | Task | Task assigned to | Estimated effort (scale 1-5) | Priority (scale 1-5) | Notes |
|---|---|---------------------|------------------------------|----------------------|---|
| As a user, if I play game , I'm able to lose/win and I return to the main menu. | Clean up BSMODE and EndingCondition code. (Remove ternary condition | Skip | 2 | 4 | |
| | Test EndingConditions | Skip | 3 | 3 | |
| | Apply Decorator Pattern to EndingCondition | Skip | 3 | 5 | |
| As a user, I am able to start an arcade game, in which I can complete and finish levels. | Create level parser | Gerlof | 4 | 4 | |
| | Create levels | Nando, Gerlof, Owen | 2 | 3 | |
| | Factory pattern for level creation | Adam/Gerlof | 3 | 5 | |
| | Iterator pattern for levels | Adam/Gerlof | 3 | 5 | |
| | Test levels | Owen | 3 | 3 | |
| | Test level parser | Adam | 3 | 3 | |
| | Test bubble spawning with right colors | Nando | 3 | 3 | |
| As a user, when I play the game, I want to have nice graphics to watch and nice sound effects to hear. | Add more background(s) | Skip, Nando | 2 | 2 | |
| | Add attributes(bubbles, cannon, labels, etc.) | Owen, Nando | 3 | 4 | |
| As a user, I want to be able to enjoy different kinds of *AWESOME powerups during a single-player game. | Implement a wildcard bubble. | Nando, Owen | 3 | 3 | |
| | Implement a rock bubble. | Nando, Owen | 3 | 3 | |
| | Implement a nuke bubble. | Nando, Owen | 3 | 3 | |
| As a user, I want to be able to play a single player game | Implement spawning bubbles with a color of the remaining bubbles only | Nando | 3 | 4 | |
| | Implement grid moving down within a period of time | | 5 | 3 | voor iemand die zin heeft om te klooiën in de grid (en die al heeft geklooi in de grid) |
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| Justification of priorities | | | | | |
| A very important part of the assignment is, again to apply more design patterns. So tasks related to design patterns should have a very high priority. Furthermore implementing levels for the arcade mode is essential, therefore it also has a high priority. A remark about adding attributes to the game: renewing the cannon texture should have a fairly high priority this sprint, as it has been postponed many times and it looks rather out of place at the moment in the game. The high priority only applies to the cannon, the other elements such as the labels are less important. | | | | | |
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| *Awesome = a metaphorical substance that adds excellence. | | | | | |
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