

## Bubble Shooter

### Group 15

User story	Task	Task assigned to	Estimated effort per task/hour
As a user I want to join, any existing game that I choose to select, which is hosted by another player over an internet connection, by clicking a game menu button.	Implement a menu to host a server		4
	Implement a menu to connect to a server		4
	Implement a server that will keep track of both player's boards		10
As a user, if I play a multiplayer game, I win when my opponent loses and I return to the main menu.	Implement ending the game (see single player)		2
	Implement a showing a 'Victory' and a 'Defeated' screen		2
As a user, if I play a singleplayer game and the bubbles reach the floor, I lose the game and I return to the main menu.	Implement a losing line		4
	Implement a 'Defeated' screen		2
As a user, if I play a singleplayer game, when I clear all the bubbles, I win the game, my score will be recorded and I will be returned to the main menu	Implement a score counter		2
	Implement a score board		2
	Implement saving the score		2
Exercise 1	Describe main classes in terms of responsibilities and collaborations		2
	Review code following the guidelines of Responsibility Driven Design		2
	Draw a class diagram of the main classes		2
	Draw a sequence diagram		2
Exercise 2	Discuss aggregation and composition of our project		2
	Draw a class diagram of the entire hierarchy		2
	Refactor if (and case) statements		8