

## Bubble Shooter

### Group 15

User story	Task	Task assigned to	Estimated effort (scale 1-5; low to high)	Priority (scale 1-5; low to high)	Notes
As a user, when I play the game, I want to have nice graphics and animations to watch and nice sound effects to hear.	Add specific themes (background, border, cannon and bubbles)	Skip/Nando	5	N/A	These are made in someone's spare time.
	Add bubble remove animated transition.	Gerlof	3	5	
	Add explosion animation to Bomb/MichaelBay bubbles when removed.	Adam	3	5	
	Create an animation system.	All	5	5	
As a user, after the game ends, I want to be able to record my highscore sorted by levels and then the scores.	Make high score first highest level dependant.	Adam	3	5	
	Add the feature to see the level corresponding to the high score in the HighScoreScreen.	Gerlof/Adam	3	5	
	Implement skin for name textfield input.	Gerlof	2	4	
As a user, I want to be able to play a single player survival game (play until you are game over).	Implement grid moving down within a period of time.	Nando/Owen/Skip	5	3	
	Implement survival mode option.sprint 5	Nando/Owen/Skip	5	3	
As a user, I want to be able to chat with my opponent.	Implement chatbox in multiplayer mode.	Adam/Gerlof	5	2	
As a user, I want the game (all modes) to be polished. (No unexpected things)	Move the cannon down, currently it's "too hard to lose".	Owen	1	4	
	Fix multiplayer bugs (sockets, opponent score, ending).	Adam/Gerlof	5	4	
	Improve scoring balance.	Owen/Nando	2	4	
	Add an in-game pause screen.	Skip	3	4	
	Adjust sensitivity of cannon.	Owen	1	4	
As a user, I want to be able to play a single player game	Remove the bounds from the Bubble class	Gerlof	3	4	
	Add more levels to arcade-mode.	Adam/Nando/Owen	4	4	
	Refactor BSMODE.	Skip	4	5	

### Justification of priorities

Refactoring is the most important task during this sprint, because it improves the code quality (which is essential for the final product). Another important quality of the final product is a polished game in general, so a lot of priority is put on that as well. Animations also contribute in some way to the polishing of the game.