

Bubble Shooter

Group 15

User story	Task	Task assigned to	Estimated effort (scale 1-5)	Actual effort (scale 1 - 5)	Priority (scale 1-5)	Done	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 conditio	Skip	2	4	4	Yes	
	Test EndingConditions	Skip	3	3	3	Yes	
	Apply Decorator Pattern to EndingCondition	Skip	3	4	5	Yes	
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	4	Yes	
	Create levels	Nando, Gerlof, Owe	2	3	3	Yes	
	Factory pattern for level creation	Adam/Gerlof	3	4	5	Yes	
	Iterator pattern for levels	Adam/Gerlof	3	3	5	Yes	
	Test levels	Owen	3	-	3	No	
	Test level parser	Adam	3	3	3	Yes	
	Test bubble spawning with right colors	Nando	3	-	3	No	
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	No	
	Add attributes(bubbles, cannon, labels, etc.)	Owen, Nando	3	3	4	Yes	
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	2	3	No	
	Implement a rock bubble.	Nando, Owen	3	3	3	Yes	
	Implement a nuke bubble.	Nando, Owen	3	3	3	Yes	
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	No	
	Implement grid moving down within a period of time	Adam	5	-	3	No	
Main problems encountered							
Problem 1:	Underestimation of the amount of work.						
Description	Bad planning caused certain tasks to be delayed or ultimately to be incomplete.						
Reaction	Held a meeting and discussed the issue. Decision to drop some tasks were made.						
Problem 2:	Difficulties with exchanging code, because DevHub was temporarily unavailable.						
Description	DevHub was unavailable during the 11th of October.						
Reaction	Switch to Github private repo.						
Adjustments for next sprint plan	Plan more ahead, hold more meetings. Doing this will help estimating the amount of work to be done.						