

Bubble Shooter of Doom/In Space	
1	1. The game is a bubble shooter where the player shoots colored bubbles to match and pop other bubbles of the same color. The goal is to clear the board of bubbles.
2	2. The game features a variety of power-ups and special bubbles, such as bombs, multi-bubbles, and color-changers, which can be used to strategically clear the board.
3	3. The game has a time limit, and the player must clear the board within a certain amount of time to progress to the next level.
4	4. The game is set in a space-themed environment, with a background of stars and planets, and a soundtrack of space-themed music.
5	5. The game is available on multiple platforms, including PC, Mac, and mobile devices.

Group 15

User story	Task	Task assigned to	Estimated effort (scale 1-5; low to high)	Actual effort (scale 1-5; low to high)	Priority (scale 1-5; low to high)	Done	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	5	N/A	Yes	These are made in someone's spare time.
	Add bubble remove animated transition.	Gerlof	3	N/A	5	No	Task would have taken far too much effort. Instead of doing this, improving overall documentation of code, fixing tests and polishing the game was done.
	Add explosion animation to Bomb/MichaelBay bubbles when removed.	Adam	3	N/A	5	No	
	Create an animation system.	All	5	N/A	5	No	
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	3	5	Yes	
	Add the feature to see the level corresponding to the high score in the HighScoreScreen	Gerlof/Adam	3	4	5	Yes	
	Implement skin for name textfield input.	Gerlof	2	2	4	Yes	
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	5	3	Yes	Not with time, but with amount of shots fired.
	Implement survival mode option.	Nando/Owen/Skip	5	5	3	Yes	
As a user, I want to be able to chat with my opponent.	Implement chatbox in multiplayer mode.	Adam/Gerlof	5	N/A	2	No	Dropped because of low priority and time had to be spent on polishing of the game.
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	1	4	Yes	
	Fix multiplayer bugs (sockets, opponent score, ending).	Adam/Gerlof	5	5	4	Yes	
	Improve scoring balance.	Owen/Nando	2	2	4	Yes	
	Add an in-game pause screen.	Skip	3	N/A	4	No	
	Adjust sensitivity of cannon.	Owen	1	1	4	Yes	
As a user, I want to be able to play a single player game	Remove the bounds from the Bubble class	Gerlof	3	3	4	Yes	
	Add more levels to arcade-mode.	Adam/Nando/Owen	4	4	4	Yes	
	Refactor BSMODE.	Skip	4	4	5	Yes	On a relatively small scale.
Main problems encountered							
Problem 1:	Polishing the game took more time than expected.						
Description:	Underestimating the time we needed for polishing our game into a final product.						
Reaction:	Drop animations and chatbox tasks, that were mostly new features. These were "could-haves", so they were not a necessity for the final product.						
Problem 2:	Forced to add tasks to the sprint which were not in the sprint plan before.						
Description:	Forced to add tasks to the sprint as they were required to forge a polished final product. These tasks included: Enabling Zen mode, adding GameFactory and theme selecting. They had efforts 3, 4 and 4 respectively.						
Reaction:	Shift around with the priorities, put new features on a lower priority.						