| Bubble Shooter | | | | | | | |
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| *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, after the game ends, I want to be able to record my highscore. | Record the highscore | Adam/Owen | 2 | 3 | 5 | Yes | |
| | Make it possible to view the high scores | Gerlof | 2 | 3 | 5 | Yes | |
| 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 more background(s). | Skip/Nando | 2 | - | 2 | No | . |
| | Modify buttons in the menu. | Gerlof | 2 | 2 | 2 | Yes | |
| | Add different textures for special bubbles. | Owen | 2 | 2 | 4 | Yes | |
| | Add bubble remove animated transition. | Gerlof | 3 | - | 3 | No | |
| | Add explosion animation to Bomb/MichaelBay bubbles when re | Adam | 3 | - | 2 | No | |
| | Create an animation system. | All | 5 | - | 3 | No | The other tasks took more time than estimated, and as this task had a lower priority, we postponed it. |
| As a user, I want to be able to enjoy different kinds of AWESOME powerups during a single-player game. | Refactor BubbleBehaviour | Nando/Owen | 4 | 4 | 5 | Yes | |
| | Implement a wildcard bubble. | Nando/Owen | 4 | - | 2 | No | Dropped because of low priority and difficulties implementing this |
| | Chain reaction in BubbleBehaviours | Skip/Gerlof | 3 | 5 | 4 | Yes | We also had to refactor Board for this task, so it took more time than planned. |
| | Remove hardcoded color bounds | Nando/Owen | 2 | 2 | 5 | Yes | |
| | Make a StoneBehaviour instead of a hardcoded color | Adam | 2 | 1 | 5 | Yes | |
| As a user, when I play a multiplayer game, I want to be able to view my opponent's score. | Implement some sort of sidebar object, which is a StatsObserver. | Skip | 5 | 2 | 4 | Yes | |
| | BSS needs to be refactored for this task. Add a UI/ScreenBuilder. | Skip | 5 | 3 | 4 | Yes | |
| As a user, I want to be able to play a single player game | Implement spawning bubbles with a color of the remaining bub | Nando | 3 | 3 | 3 | Yes | |
| | Implement grid moving down within a period of time | Adam | 5 | - | 2 | No | . |
| | BSMode needs to be refactored. | All | 5 | - | 4 | No | . |

**Main problems encountered**

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| **Problem 1:** | Huge unexpected necessary refactor for Board. |
| Description: | We came up with a better solution for Grid and Board, but it wasn't included in our sprint plan |
| Reaction: | Refactor it, in order to make chain reaction of behaviours easier. Drop other lower priority tasks (animations). |
| **Adjustments for next (and last) sprint plan** | Think more carefully about the sprint plan. Estimate the amount of effort of a task through early analysis of the core problem. Do not add additional tasks during the sprint. |