

## 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	-	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	
<b>Main problems encountered</b>							
<b>Problem 1:</b>	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.						
<b>Problem 2:</b>	Difficulties with exchanging code, because DevHub was temporarily unavailable.						
Description	DevHub was unavailable during the 11th of October.						
Reaction	Switch to Github private repo.						
<b>Adjustments for next sprint plan</b>	Plan more ahead, hold more meetings. Doing this will help estimating the amount of work to be done.						