Bubble Shooter					
Group 15					
User story	**Task**	**Task assigned to**	**Estimated effort (scale 1-5)**	**Priority (scale 1-5)**	**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 condition	Skip	2	4	
	Test EndingConditions	Skip	3	3	
	Apply Decorator Pattern to EndingCondition	Skip	3	5	
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	
	Create levels	Nando, Gerlof, Owen	2	3	
	Factory pattern for level creation	Adam/Gerlof	3	5	
	Iterator pattern for levels	Adam/Gerlof	3	5	
	Test levels	Owen	3	3	
	Test level parser	Adam	3	3	
	Test bubble spawning with right colors	Nando	3	3	
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	
	Add attributes(bubbles, cannon, labels, etc.)	Owen, Nando	3	4	
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	
	Implement a rock bubble.	Nando, Owen	3	3	
	Implement a nuke bubble.	Nando, Owen	3	3	
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	
	Implement grid moving down within a period of time	Adam	5	3	
Justification of priorities					
A very important part of the assignment is, again to apply more design patterns. So tasks related to design patterns should have a very high priority. Furthermore implementing levels for the arcade mode is essential, therefore it also has a high priority. A remark about adding attributes to the game: renewing the cannon texture should have a fairly high priority this sprint, as it has been postponed many times and it looks rather out of place at the moment in the game. The high priority only applies to the cannon, the other elements such as the labels are less important.					
*Awesome = a metaphorical substance that adds excellence.					