

Bubble Shooter

Group 15

User story	Task	Task assigned to
As a user I want to join, any existing game that I choose to select, which is hosted by another player over an internet connection, by clicking a game menu button.	Implement a menu to host a server	Gerlof
	Implement a menu to connect to a server	Gerlof
	Implement a server that will keep track of both player's boards	Gerlof/Adam
As a user, if I play a multiplayer game, I win when my opponent loses and I return to the main menu.	Implement ending the game (see single player)	Nando
	Implement a showing a 'Victory' and a 'Defeated' screen	Nando
As a user, if I play a singleplayer game and the bubbles reach the floor, I lose the game and I return to the main menu.	Implement a losing line	Nando
	Implement a 'Defeated' screen	Nando
As a user, if I play a singleplayer game, when I clear all the bubbles, I win the game, my score will be recorded and I will be returned to the main menu	Implement a score counter	Skip, Owen
	Implement a score board	Skip
	Implement saving the score	-
Exercise 1	Describe main classes in terms of responsibilities and collaborations	Skip, Owen
	Review code following the guidelines of Responsibility Driven Design	Skip, Owen
	Draw a class diagram of the main classes	Skip
	Draw a sequence diagram	Skip
	Implement board and grid following RDD	Gerlof
Exercise 2	Discuss aggregation and composition of our project	Owen
	Draw a class diagram of the entire hierarchy	Owen
	Refactor if (and case) statements	Skip (InputProcessor)
Main problems encountered		
Problem 1:	Insufficient time.	
Description	The workload was immense. Simply not enough time to finish all the tasks.	
Reaction	All other courses were put aside to reassign all (spare) time to the project.	
Problem 2:	Insufficient knowledge.	
Description	No prior knowledge of threads/networking.	

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Reaction	Read up on some literature (book/internet).	
Problem 3:	DevHub was unavailable during several moments in the sprint.	
Description	Unable to push to DevHub and occasionally no build log.	
Reaction	Awaiting response from DevHub.	
Adjustments for next sprint plan	This project will get lower priority to allow time for other courses.	

[illegible]

