Bubble Shooter

Group 15

User story	Task	Task assigned to	Estimated effort (scale 1-5)	Priority (scale 1-5)	Notes
As a user, after the game ends, I want to be able to record my highscore.	Record the highscore	Adam/Owen	2	5	
	Make it possible to view the high scores	Gerlof	2	5	
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	
	Modify buttons in the menu.	Gerlof	2	2	
	Add different textures for special bubbles.	Owen	2	4	
	Add bubble remove animated transition.	Gerlof	3	3	
	Add explosion animation to Bomb/MichaelBay bubbles when removed.	Adam	3	2	
	Create an animation system.	All	5	3	
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	5	
	Implement a wildcard bubble.	Nando/Owen	4	2	
	Chain reaction in BubbleBehaviours	Skip/Gerlof	3	4	
	Remove hardcoded color bounds	Nando/Owen	2	5	
	Make a StoneBehaviour instead of a hardcoded color	Adam	2	5	
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	4	
	BSS needs to be refactored for this task. Add a UI/ScreenBuilder.	Skip	5	4	
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	3	
	Implement grid moving down within a period of time	Adam	5	3	
	BSMode needs to be refactored.	All	5	4	
Justification of priorities					
Now that we have an 'arcade mode', implementing high scores has become more important for the game experience as a whole. This has the highest priority.					
While bubble behaviour works very good already, we should be able to make it more extensible than it is now. Also, some things here could use some polishing after the previous sprint. Because other tasks depend on this task, this has a high priority as well.					
Changing the textures for the special bubbles is definitely necessary. Especially that the current special bubbles have various colors, this may cause confusion to the player (mistaking it for bubbles that can be only removed by a matching color bubble).					
Animations are something we want for our 20-time, but it's not really a dealbreaker. It is therefore not the main priority.					