

Bubble Shooter

Group 15

User story	Task	Task assigned to	Estimated effort (scale 1-5)
As a user, if I play game , I'm able to lose/win and I return to the main menu.	Implement dead below line	Nando	3
	Complete winning/losing (multiplayer)	Nando, Skip	2
	Complete winning/losing screen	Nando	2
	Clean up BSMODE and EndingCondition code.	Skip	2
	Test EndingConditions	Skip	3
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 better network efficiency	Gerlof/Adam	3
	Observer / observable pattern for networking	Gerlof/Adam	3
	Improve JUnit coverage for multiplayer mode	Gerlof/Adam	3
As a user, if I play a game, I want actions logged to a file.	Log winning / losing conditions to the file (score + time)	Nando, Owen	2
	Log adding bubbles to the board	Nando, Owen	2
	Log cannon movement start / end	Nando, Owen	2
As a user, if I play a game, I want to feel a certain "atmosphere".	Add BGM during game play	Owen	1
	Add more background(s)	Skip, Nando	1
	Add attributes(bubbles, cannon, labels, etc.)	Owen, Nando	2
As an instructor, I want to see at least three design patterns in the game.	Further elaborate Observer pattern in StatsObserver	Skip	1
	Implement Observer pattern in networking	Gerlof/Adam	3
	Apply Decorator Pattern to [insert class]	Skip	2
	Further elaborate and improve strategy pattern for EndingCondition	Skip	3
	Test the classes using design patterns	All	3
As a user, if I play a game, when I clear all the bubbles, I win the game and I will be returned to the main menu	Improve JUnit coverage for singleplayer mode	Nando	2