

Sprint plan #4

Game Bubble Trouble Group 24

User Story	Task	Responsible	Assigned	Estimated effort per task	Priority
Players can compete against each other and work together on one computer.	Add separate players and wallets	Martin	Martin	2	A
	Implement controls for different players	Ruben	Ruben, Martin	3	A
	Add multiple player option to menu	Ruben	Ruben	1	B
A player can play in survival mode, where bubbles keep spawning	Add option to menu for survival mode	Ruben	Ruben	1	B
	Implement survival mode level	Christian	Christian	4	A
The code is easily maintainable by the programmers	Fix naming issues	Hung	Hung	0,2	C
	Fix instanceof	Hung	Hung	2	B
	Fix bubble method length	Hung	Hung	1	B
The code is checked with inCode and has no big design flaws	Find design flaws	Chris	Chris	1	A
	Fix design flaws	Chris	Chris	2	A
	Explain design flaws	Chris	Chris	1	B

Martin: $5 + 2 = 7$

Ruben: $5 + 2 = 7$

Chris: $4 + 2 = 6$

Christian: $4 + 2 = 6$

Hung: $3,2 + 2 = 5,2$

We see that Hung, Chris and Christian have lower hours ascribed to them, but we also anticipate unforeseen code changes that will add to their time to even it out.