

## Sprint plan #5

**Game** Bubble Trouble  
**Group** 24

User Story	Task	Responsible	Assigned	Estimated effort per task	Priority
The player is able to use a new powerup, "Rope Hold", where the rope is fixed to the ceiling until a bubble hits is.	Design new power	Martin	Martin	1	B
	Implement power	Martin	Martin	3	A
The game can load levels from XML files.	Design dataloader	Chris	Chris	1	B
	Implement dataloader	Chris	Chris	2	A
	Connect dataloader to game	Chris	Chris	2	A
The game makes use of correct design patterns.	Implement design patterns	Hung	Hung	5	A
	Describe design patterns	Hung	Hung	1	B
The game is tested more thoroughly.	Write E2E tests	Christian	Christian	3	B
The process is documented.	Create sprint plan and reflection	Ruben	Ruben	2	A
	Write assignment 3	Ruben	Ruben	4	A

Time:

Hung: 6

Chris: 5

Christian: 3

Martin: 4

Ruben: 6

As always, these are just the tasks assigned and everyone will also spend time on code review, helping each other and unexpected issues.