Sprint plan #1

Game Bubble Trouble
Group 24

User Story	Task	Task assigned to	Estimated effort per task
Exercise 1	Design classes from requirements	Martin	High effort
	Compare to our game	Hung	Medium effort
	Draw class and sequence diagram	Hung	Medium effort
Exercise 2	Answer questions about UML	Ruben	Low effort
	Create UML class diagrams	Ruben	High effort
Exercise 3	Set up requirements for logger	Christiaan	Medium effort
	Design logger from requirements	Chris	Medium effort
	Implement logger	Chris	High effort
The user is able to receive power-ups from bubbles	Implement power-ups	Ruben	High effort
The user is able to enjoy music while gaming and receives audible feedback from game events	Implement audio in game	Christiaan	Medium effort
The user can play the game without errors or failures	Write extra tests	Martin	High effort
	Fix bubbles (stuck beneath floor, wrong splitting)	Hung	Low effort