

Sprint plan #2

Game Bubble Trouble Group 24

User Story	Task	Task assigned to	Estimated effort per task
The user is able to navigate through different screens. The first is the menu, and the other ones are different levels of the game.	Set up GameStates	Ruben	Medium
	Add menu	Ruben	Medium
	Set up Multiple levels	Hung	Low
	Add levels	Chris	High
User is able to have a better game experience with audio and better visuals.	Add audio	Martin	Medium
	Support adjustable screen size	Christiaan	Medium
The user scores money from points and can spend this money in a shop to gain power-ups.	Implement inventory	Martin	Low
	Implement power-ups	Martin	Medium
	Implement shop screen	Christiaan	High