

## Sprint plan #3

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

User Story	Task	Responsible	Assigned	Estimated effort per task	Priority
Powerups are visually shown and can drop from the bubbles.	Create a visual representation for powerups	Martin	Martin, Ruben	Low	A
	Add powerup spawning	Martin	Martin, Ruben	Medium	A
	Improve the shop screen	Ruben	Martin, Ruben	Medium	B
The menu is a start screen where options can be adjusted too.	Improve the menu	Ruben	Martin, Ruben	Medium	B
The game is more easily extendible and ready for the future.	Implement design patterns	Chris	Chris, Hung	High	B
	Correct design patterns	Chris	Chris, Hung	High	A
	Answer questions	Hung	Chris, Hung	Medium	C
The game works without errors and can be deployed with confidence.	Improve testing coverage	Christian	Christian	High	A