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	2	A
	Add powerup spawning	Martin	Martin, Ruben	3	A
	Improve the shop screen	Ruben	Martin, Ruben	4	B
The menu is a start screen where options can be adjusted too.	Improve the menu	Ruben	Martin, Ruben	2	B
The game is more easily extendible and ready for the future.	Implement design patterns	Chris	Chris, Hung	5	B
	Correct design patterns	Chris	Chris, Hung	5	A
	Answer questions	Hung	Chris, Hung	2	C
The game works without errors and can be deployed with confidence.	Improve testing coverage	Christian	Christian	6	A
Exercise 3 is answered.	Answer questions	Martin	Martin	2	A

We also calculate 1 hr for code review per person. Other time that is not mentioned here goes into documentation and meeting.

Ruben: 6 + 1 = 7
Chris: 6 + 1 = 7
Martin: 8 + 1 = 9
Hung: 6 + 1 = 7
Christian: 6 + 1 = 7