

Sprint plan #1

Game Bubble Trouble
Group 24

User Story	Task	Task assigned to	Estimated effort per task
Exercise 1	Design classes from requirements	Hung, Martin	High effort
	Compare to our game	Hung, Martin	Medium effort
	Draw class and sequence diagram	Hung, Martin	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	Chris, Christiaan	Medium effort
	Design logger from requirements	Chris, Christiaan	Medium effort
	Implement logger	Chris, Christiaan	High effort
Bug fixing	Fix bubbles	Hung	Low 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
Testing	Write extra tests	Chris/Martin	High effort