

Game: Bejeweled
Group: 25

Sprint Plan #5

User Story	Task	Exercise	Member Responsible	Member(s) Assigned:	Estimated Effort Per Task	Priority (A-E)
As a user, I want to gain special jewels when I make longer combos.	Power Jewels:	1				
	Make user stories & requirements for levels		Pim	Amrit	2 points	A
	Create Class diagram		Pim	Pim	2 points	C
	Create Sequence Diagram		Pim	Pim	2 points	C
	Implement Power Jewels :					
	Create structure		Pim	Pim	1 point	B
	Spawn Power Jewels for certain combos		Pim	Pim	5 points	B
	Create special removal effects		Pim	Jan	6 points	C
	For the singleton design pattern (logger)	2				
	Write a natural language description		Jan	Jan	1 points	B
	Create Class diagram		Jan	Jan	2 points	B
	Create Sequence Diagram		Jan	Jan	2 points	B
	For the strategy design pattern (board strategies)	2				
	Implement pattern		Jeroen	Jeroen	3 points	A
	Write a natural language description		Jeroen	Jeroen	1 points	B
	Create Class diagram		Jeroen	Jeroen	2 points	B
	Create Sequence Diagram		Jeroen	Jeroen	2 points	B
	Reflect upon course and code	3	Amrit	Amrit	5 points	C

*Work already done during the lab session, group member is responsible for inclusion in final document.

Group Member	Total Points
Amrit	7
Jeroen	8
Jan	11
Pim	10

SCRUM Role	Group Member
SCRUM Master	Jeroen
Product Owner	Jan