Game: Bejeweled

Group: 25

Sprint Plan #2

User Story	Task	Exercise	Group Member:	Estimated Effort Per Task
As a user I want to be able to quit the game and continue where I left off at a later point in time.	Make user stories & requirements for saving and loading	2.2	Pim	0 points*
	Make UML for saving and loading	2.2	Jeroen	3 points
	Implement saving and loading:			
	Save the state of the game when the user presses the exit button.	2.1	Amrit	3 point
	Ask the user if they want to load the game	2.1	Amrit	1 point
	Delete the save file if it's not loaded	2.1	Amrit	1 point
• **As a user I want the game to remember my high scores.** • **As a user I want to see the current high scores before and while I play the game.**	Make user stories & requirements for highscores	1.2	Pim	0 points*
	Make UML for highscores	1.2	Jeroen	3 points
	Fix current implementation of scoring	-	Pim	4 points
	Implement highscores:			
	Check if the score is a high score on game end.	1.1	Jan	1 point
	Ask for name when a player gets a new high score	1.1	Jan	1 point
	Save the top 5 high scores in a file	1.1	Jan	2 points
	Display the top 5 high scores before and during gameplay	1.1	Jan	1 point

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

Group Member	Total Points
Amrit	5
Jeroen	6
Jan	5
Pim	4

SCRUM Role	Group Member
SCRUM Master	Pim
Product Owner	Jan