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	2.1	Amrit	5 points
• 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	1.1	Jan	5 points

*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