

Game: Bejeweled
Group: 25

Sprint Plan #3

User Story	Task	Exercise	Member Responsible	Member(s) Assigned:	Estimated Effort Per Task	Priority (A-E)
As a user I want to be able to progress to a new level when I perform well.	Add a Level System:					
	Make user stories & requirements for levels	1.2	Jan	-	0 points*	A
	Make UML for levels	1.2	Jan	Pim	1 points	B
	Implement Levels:					
	Add a Level class and integrate it into the logical structure	1.1	Jan	Pim	5 points	A
	The game shall create a new board when the next level is reached.	1.1	Jan	Pim	2 points	B
	The game shall progress to the next level when the player's score is equal to or higher than 500 times the current level squared.	1.1	Jan	Jan	3 points	C
	The game shall display the current level.	1.1	Jan	Jan	2 points	C
	The game shall multiply the amount of points scored by removing Jewels by the current level.	1.1	Jan	Jan	1 point	D
	The game shall include the current level when saving and loading	1.1	Jan	Amrit	2 points	B
	For the observer design pattern:					
	Write a natural language description	2.1	Jeroen	Jeroen	1 point	A
	Make a class diagram	2.2	Jeroen	Jeroen	1 point	B
	Make a sequence diagram	2.3	Jeroen	Jeroen	2 points	B
	For the abstract factory design pattern:					
	Write a natural language description	2.1	Jeroen	Jeroen	1 point	A
	Make a class diagram	2.2	Jeroen	Jeroen	1 point	B
	Make a sequence diagram	2.3	Jeroen	Jeroen	2 points	B
	Analyze Paper:					
	Read the paper	3	Amrit	Amrit	1 point	A
	Explain good and bad practice	3.1	Amrit	Amrit	1 point	B
	Explain why Visual Basic is considered good practice	3.2	Amrit	Amrit	1 point	B
	Enumerate other 3 factors	3.3	Amrit	Amrit	1 point	B
	Describe 3 bad practice factors	3.4	Amrit	Amrit	1 point	B
	Fix bugs related to animation running while it shouldn't		Jan	Jan	2 points	B

*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	8
Pim	8

SCRUM Role	Group Member
SCRUM Master	Pim
Product Owner	Jan