

Sprint Plan 2

Game: Bubble Bobble

Group: 7

User Story	Task	Task Assigned To	Estimated Effort per Task
As a developer, I want to have a clear requirements document so that I have a clear vision of the product.	Create a requirements document for the new features. (Exercise 2)	Lili	Medium
As a developer, I want the player to be able to fall through the floor and reappear in the ceiling.	Create the warp, as requested by our TA. (Exercise 2)	Jeffrey	Medium
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 2)	Jeffrey	Easy
As a developer, I want the character to move according to the laws of physics	Include better physics so jumping goes more natural, as requested by our TA (Exercise 2)	Toine	Hard
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 2)	Toine	Easy
As a player, I want to be able to jump on top of bubbles.	Create the ability to jump on bubbles, as requested by our TA (Exercise 2).	Jim	Medium
	Create responsibility driven design and UML	Jim	Easy

	document for the analysis and design phases. (Exercise 2)		
As a player, I want to be able to play more levels.	Create more levels, including levels with holes in the floor and ceiling. (Exercise 1)	Joost	Easy
As a player, I want the monsters to move around and be able to jump	Create more challenging monsters. (Exercise 1)	Matthijs	Medium
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 1)	Matthijs	Easy
As a developer, I want good tested code.	Refactor the controller so more testing can be done. (Exercise 1)	Jim	Hard
As a developer, I want the bubbles to float to the top of the screen and to pop after a while.	Create the movement with the bubbles towards the ceiling. (Exercise 1)	Lili	Hard
	Create a timer that counts down the time until the bubbles pop. (Exercise 1)	Joost	Hard
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 1)	Lili + Joost	Medium