

Sprint Plan 3

Game: Bubble Bobble

Group: 7

User Story	Task	Member Responsible for task	Task Assigned To	Estimated Effort per Task (hours)	Priority (A-E)
As a software engineer, I want to have a better understanding of design patterns.	Refactor 2 design patterns into the code (Exercise 2)	Jeffrey	Jeffrey + Matthijs	5h + 1h	A
	Describe why and how the pattern was implemented into the code. (Exercise 2.1)	Jeffrey	Jeffrey	1h	B
	Make a class diagram of how the pattern is structured. (Exercise 2.2)	Lili	Lili	1h30	C
	Make a sequence diagram of how the pattern works. (Exercise 2.3)	Toine	Toine	1h	D
As a developer, I want to have clear documentation for the features of this week.	Create a requirements document for Exercise 1.	Jim	Jim	30min	A
	Create an assignment 3 document for all the answers of the questions.	Lili	Lili	30min	B
As a player I want to have multiple lives and an easy	Create multiple lives for a player. (Exercise 1.1)	Matthijs	Lili + Matthijs	5h + 5h	A

understandable respawn procedure.	Make a the player respawn at the starting point and make him immortal for a couple of seconds. (Exercise 1.1)	Matthijs	Matthijs	3h	A
	During the analysis and design phases of this extension use responsibility driven design and UML. (Exercise 1.2)	Lili	Lili	1h	D
As a player, I want to gain points for killing monsters.	Add collection of points to the game and keep score. (Exercise 1.1)	Toine	Toine	2h	C
	During the analysis and design phases of this extension use responsibility driven design and UML. (Exercise 1.2)	Toine	Toine	1h	B
As a player I want to have powerups when I kill a monster.	Create a basic Powerup class that handles the dropping of the powerup. (It flies to a random spot.) (Exercise 1.1)	Jim	Jim	3h	A
	Create a Speed powerup, which makes the players walking speed twice as fast for 10 seconds. (Exercise 1.1)	Jim	Jim	1h30	C
	Create a Health powerup, which gives you one more life. (Exercise 1.1)	Jim	Jim	1h30	C
	Create a Points powerup which gives you extra points. (Exercise 1.1)	Toine	Toine	30min	C
	Create a Bubble powerup which makes bubble go straight through for 8 seconds.	Toine	Toine	1h	C

	(Exercise 1.1)				
	Create a Monsters powerup which makes monsters slow down for 10 seconds. (Exercise 1.1)	Toine	Toine	1h	C
	During the analysis and design phases of this extension use responsibility driven design and UML. (Exercise 1.2)	Jim	Jim	30min	B
As a developer, I want to have a better understanding of Software Engineering Economics.	Read the paper “How to Build a Good Practice Software Project Portfolio”	Joost	Joost	3h	A
	Explain how good and bad practice are recognised. (Exercise 3.1)	Joost	Joost	45min	A
	Explain why Visual Basic is not an interesting finding of the study. (Exercise 3.2)	Joost	Joost	45min	B
	Enumerate 3 other factors that could have been studied. (Exercise 3.3)	Joost	Joost	45min	A
	Describe 3 bad practice factors. (Exercise 3.4)	Joost	Joost	45min	A