

Sprint Plan 5

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 developer, I want to have clear documentation for the features of this week. | Create a requirements document for Assignment 5. | Joost | Joost | 1h | A |
| | Create an Assignment 5 document for all the answers to the questions. | Joost | Joost | 1h | A |
| As a programmer, I want to look back at how the project has been. | Write the 1000 word Reflection for Exercise 3. | Joost | Joost | 3h | A |
| As a software engineer, I want to have a better understanding of design patterns. | Refactor 1 design patterns into the code (Exercise 2) | Jim | Jim | 1h | B |
| | Describe why and how the first pattern was implemented into the code. (Exercise 2.1) | Jim | Jim | 30min | C |
| | Make a class diagram of how the first pattern is structured. (Exercise 2.2) | Jim | Lili | 30min | C |
| | Make a sequence diagram of how the first | Jim | Lili | 30min | C |

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|---|---|----------|----------|-------|---|
| | pattern works. (Exercise 2.3) | | | | |
| | Refactor a second design patterns into the code (Exercise 2) | Jim | Jim | 1h | B |
| | Describe why and how the second pattern was implemented into the code. (Exercise 2.1) | Jim | Jim | 30min | C |
| | Make a class diagram of how the second pattern is structured. (Exercise 2.2) | Jim | Lili | 30min | C |
| | Make a sequence diagram of how the second pattern works. (Exercise 2.3) | Jim | Lili | 30min | C |
| As a developer, I want to have well tested code. | Increase the test coverage. | Jim | Jim | 2h | A |
| As a player, I want a real challenge before the game ends. | Create the final Enemy | Jeffrey | Jeffrey | 4h | A |
| | Create and load the map with the enemy | Jeffrey | Jeffrey | 1h | B |
| | Add a new music for the final level | Joost | Joost | 1h | C |
| As a player, I want to know how well I compete with others. | Create a high-score screen | Matthijs | Matthijs | 3h | A |
| | Create the ability to add your own score | Matthijs | Matthijs | 2h | C |
| | Create a button in the main menu to view the highscore. | Matthijs | Matthijs | 2h | B |

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| As a player, I want to be able to return to the menu while in-game | Create a menu button | Lili | Lili | 1h30 | A |
| As a player, I want to be able to customize certain settings | Create an options menu | Toine | Toine | 2h30 | B |
| | Add the ability to turn off the music | Matthijs | Matthijs | 15min | D |
| | Add the ability to save and load options | Toine | Toine | 1h30 | C |
| As a developer, I want to have a clear and better looking game. | Change the colour of Player 2's sprite when they die. | Lili | Lili | 1h | E |
| | Change the coin power up, it looks weird. | Lili | Lili | 30 min | E |