

Bouble Trouble	Sprint plan week 3			
Group 14				
User story	Task	Task assigned to	Estimated effort per task (hours)	Relative importance (1L - 4H)
As a user, I can temporarily see available powerups (for example, a time powerup) that are dropped when a ball is hit	Create a system to drop a powerup when a ball is hit	Hidde	2	4
	Create an extendable powerup structure for multiple powerups	Hidde	4	2
	Create powerup timing function to make the powerup disappear after time	Hidde	0.5	3
	Create collision detection for powerups and characters	Hidde	0.5	4
As a user, I'm able to change certain elements in the game when I pick up a powerup	Create required PowerUp classes	Joris	6	3
	Create sprites for Powerups	Joris	1	1
	Test all Powerups	Joris & Hidde	5	2
	Refactor Level and Player to accomadate PowerUps	Joris	2	3
As a user, I can use multiple power-ups at the same time	The functionality should be correctly implemented while adding the single powerups. In order to fulfill this user story, it is necessary to create tests to ensure that having multiple powerups active at the same time is working correctly.	Joris & Hidde	3	2
As a user, I can play levels that have multiple compartments	Improve Level's collision detection and ball bouncing to facilitate multiple walls	Cas	3	4

	Find a way to conditionally open new compartments, for example, by shooting a certain ball or after a certain time	Cas	4	3
	Implement the option to make the ceiling move downwards	Jasper	4	2
As a user, I can load levels with conditional compartments from the level XML	Implement compartments in level XML	Shane	1	4
	Implement conditional compartments in level XML	Shane	1	4
As a user, I want to see, in the log file, if a wall opens	Extend the logging functionality	Jasper	0.5	2
No user story, misc	Extend the test suite	Shane	6	1
		Jasper	3	1