

Bouble Trouble	Sprint Assignment 4			
Group 14				
User story	Task	Task assigned to	Estimated effort per task (hours)	Relative importance (A - E)
As a user I want to play an endless level which I can play till the player gets crushed	Create an algorithm to drop balls of different sizes at somewhat random intervals	Shane	5	A
	Disable time and lives	Shane	1	A
	Disable certain powerups	Shane	1	B
As a user I want to get an appropriate ammount of powerups	Fix the numbers for the powerup drops	Shane	2	C
Improve code quality using inCode	resolve Data class warning	Joris	3	B
	document Data class resolving	Hidde	1.5	B
	resolve God class warning	Joris & Hidde	5	A
	document God class resolving	Joris & Hidde	4	B
	resolve Feature envy warning	Joris	2	B
	document Feature envy resolving	Hidde	1	B
As a user, I want to be able to play a multiplayer game (Coop and duel modes)	Implement collision detection for more than one player	Cas	2	A
	Implement options for more than one player	Jasper	2	C
	implement graphics for more than one player	Cas & Jasper	2	C
	Add multiplayer initialization of the game	Cas & Jasper	2	A
	Manage next level & dieing	Cas & Jasper	1	A
	Implement highscore for multiplayer	Jasper	2	B

	Adjust powerup management for multiplayer	Cas	4	B
	Add special multiplayer levels	Cas	2	D
	Enable the coop mode	Cas & Jasper	2	C
	Enable the duel mode	Cas & Jasper	2	C
Other tasks	Fix Observer - Observable pattern	Joris	1	D
	Implement sound	Jasper	3	E
	Fix highscore bug	Jasper	1	A