Game: Bubble trouble   Sprint plan #1

Group: 14

User story	Task	Task assigned to	Estimated effort per task
All classes necessary by the requirements should be defined using the Responsibility Driven Design principle.	Create class definitions in CRC-form	Cas & Hidde	2h
	Relate class definitions to the current implementation	Cas & Hidde	2h
	Argue about the implementation	Cas & Hidde	2h
	Draw class diagram and sequence diagram	Cas & Hidde	3h
All actions in the game should be logged.	Requirements should be defined for the logging system	JnJ	2h
	The system should be implemented	JnJ	6h
	The actions in the game should be logged using the built system and following the requirements	JnJ	2h
No Userstory	Describe how some of the classes use aggregation and composition	Shane	0.5h
	Describe how we use or will use parameterized classes	Shane	0.5h
	Draw the class diagrams for all the hierarchies in te source code	Shane	1h