Bouble Trouble	Sprint Assignment 5			
Group 14				
User story	Task	Task assigned to	Estimated effort per task (hours)	Relative importance (A - E)
Implement MVC pattern in Level	Implement LevelView	Hidde	2	B
	Implement LevelController	Hidde	2	B
	Implement LevelModel	Hidde	2	B
	Write description of MVC	Joris	1	A
	Create Class diagram of MVC	Joris	2	A
	Create Sequence diagram of MVC	Joris	2	A
Implement Factory pattern to Games	Implement GameFactory	Joris	2	B
	Write description of Factory	Hidde	1	A
	Create Class diagram of Factory	Hidde	1	A
	Create Sequence diagram of Factory	Hidde	1	A
Implement custom level builder	Create views for the levelbuilder	Jappie	4	A
	Create levelbuilderController	Cas	4	A
	Make a writer to write the new level to a fxml file	Cas	3	C
	Enable drag & drop	Jappie	4	D
	Create requirements	Cas	2	C
	Create the models for the levelbuilder	Cas	3	B
	Create UML & CRC cards	Cas en Jappie	3	
Split GameController in multiple games	Split into singleplayer and multiplayer	Jappie	1	C
	Split singleplayer in normal and survival	Jappie	1	C

	Split multiplayer in duel and coop	Jappie	2	C
Other tasks	Edit comments on Powerups	Joris	0.5	C
	Write 5.3: Reflection	Shane	6	A
	Extend the testsuite	Shane	4	C