

Bouble Trouble	Sprint Assignment 3			
Group 14				
User story	Task	Task assigned to	Estimated effort per task (hours)	Relative importance (A - E)
As a user I want to be able to navigate to the options menu and enable/disable certain options.	Implement a button to navigate to the options menu from the main menu.	Jasper	1	A
	Implement an option to manually set the control keys.	Shane/Jasper	4	A
	Implement an option to adjust the volume.	Jasper	2	C
	Implement that the settings can be saved to a properties file.	Shane	1	C
As a user I want to be able to navigate back to the menu from the game.	Implement a back to menu button in the game.	Shane	1	C
As a user I want to be able to see highscores.	Implement a system that saves the ten highest scores into a file.	Jasper	3	A
	Implement that a score is saved in the file at the right place in the ranking when the score is one of the ten highest scores.	Jasper	2	A
	Implement an option in the menu to see the highscores.	Jasper	3	A
Improve Level class	Move PowerUp functionality to PowerUpManager and implement the PowerUpManager in Level	Joris/Hidde	4	A
	Create CollisionManager for collision functionality	Hidde	3	B

	Create CollisionResolver to resolve collisions	Joris	3	B
	Implement Observer pattern for Level and GameController	Joris	3	B
	Remove responsibility from level's objects to detect collisions	Hidde	2	B
	Change Collidable interface to better match SOLID (and update the existing implementations of Collidable)	Hidde	3	A
	Add tests for new classes (PowerUpManager, CollisionManager, CollisionResolver)	Hidde & Joris	4	B
	Remove/change existing tests for classes/functionality that was changed	Hidde & Joris	4	B
Misc	Read the software economics paper	Cas	3	C
	Answer the questions about the paper	Cas	4	B