

Sprint Backlog, Iteration # 0

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) (A is highest)
The game starts with an empty board with a start button	Make a new start Panel	Jurrien	Jurrien	0.2	C
	Add a start button	Jurrien	Jurrien	0.4	c
	Launch the game when start button is pressed	Jurrien	Jurrien	0.4	C
If at least two adjacent balls with the same color as the ball the player shot, the balls will disappear (including the shot ball) and the player receives a point for every disappeared ball	Collision between shot ball and ball within hexagon	Timo	Timo, Jurrien	5	A
	Check whether the at least 2 neighbor balls have the same color as the shot ball. If true, then remove those balls, if false, then the ball will attach to where it hit	Yifei	Yifei	4	A
	Remove balls that are not connected anymore	Yifei	Yifei	2	A

	Add to the scores the number of point that the player got	Henk	Henk	2	B
The whole hexagon of balls will rotate around the middle ball every time the shot ball hits the hexagon	Calculate speed at which the hexagon has to rotate after hit	Henk	Henk	3	A
	Make the hexagon rotate	Kabilan	Yifei, Kabilan	3	A
	Slow down the rotation speed over time	Timo	Timo, Yifei, Kabilan	3	C
If any ball of the hexagon touches the wall the game is lost	Check for every ball if it exceeded the coordinates of the walls. If true, end game.	Henk	Henk	1	A

Project: Bubble Spinner
Group: MulticultiSoup