Sprint Plan #1

Game: Bejeweled
Group: 33

User Story	Task	Task assigned to	Estimated effort per task
	Exercise 1: Responsibility Driven Design	Ruben Vrolijk Wytze Elhorst	2
	Exercise 2: UML	Thomas Kolenbrander	1
As a developer, I would like to get feedback on how the game behaves during runtime. Therefore, I would like the game to keep a log of all actions made in the game, e.g. "Player swapped gems at (x1, y1) and (x2, y2)."	Exercise 3: Logging	Bart van Oort Steven Meijer	3