

Sprint Plan #4

Game: Bejeweled

Group: 33

| Priority | User Story | Task | Task assigned to | Estimated effort per task |
|----------|---|---|--|---------------------------|
| A | As a user I want to be able to clearly see what is going on on the board, by means of animated gems and other events. | Fix the bugs in the animations | Responsible: Bart Collaborators: Thomas, Ruben, Steven | 5 |
| B | As a user, I want to be able to play the game with my friends. | Make a design for multiplayer functionality | Responsible: Wytze Collaborators: Ruben | 3 |
| C | As a developer, I want to check my software for design flaws. | Exercise 2: Use software metrics to detect and fix design flaws | Responsible: Steven Collaborators: Thomas | 3 |
| D | As a developer, I want to have a quick overview of the status of the current build. | Make sure Travis CI runs the tests and generates reports | Responsible: Thomas | 1 |