User Story	#				Estimated Effort per Task		
		Task	Subtasks	Task Assigned To	(hours)	Done	Kleure
		Put a Travis badge in the README.md.		Karin		2	
			Define requirements	All		2	Rogier
			Requirement check by Aaron	All		2	
						2	01 : 11
			Make a class diagram of improvements/extensions	Fieke & Lilian	4	0	Christia
		Exercise 1 (use RDD)	Make a sequence diagram of improvements/extensions	Fieke & Lilian	4	0	Karin
As a player, I want to dragon to be inimated, to increase user eedback and aesthetics.		Player animation on walking, shooting and standing		Rogier	4	1	Lilian
In the menu the user can select 2 player mode, which allows alows							
nuİtiplayer		Local multiplayer possibility		Christian	1	0	Bas
		Bubbles should not trap enemies while floating to the ceiling		Karin	1	0	Fieke
Caught enemies no longer accelerate indefinately when loating through open ceilinigs		Fix acceleration of bubbles		Karin	1	0	All
As a player, while I am playing the							
game I want to hear the theme music.		The game shall play a music theme when in progress.		Bas	1	0	
As a player, I want the dragon hear naking a sound when jumping, shooting or destroying enemies.		The game shall play a sound when jumping, shooting or destroying enemies.		Bas	1	0	
As a player, I want to be able to turn	1						
he sounds on or off by pressing an issigned key.		The player shall be able to turn the sounds on or off.		Bas	1	0	Not star
As a player, I want to be able to pause the game by pressing							
escape.		The player shall be able to pause the game.		Christian	1	0	Working
As a player, I want to receive points or finishing a level, killing an enemy or picking up fruit.	,	The player receives points when he finished a level, he kills an enemy, he picks up a piece of fruit		Bas	1	0	Done!
							20110.
As a player, since when I am olaying the game I am not really ocussing on my score, I would like to see my score when the game is							
over.		The player sees his final score when the game is over		Rogier	0,5	0	
As a player, I want a piece of fruit to appear when I collide the dragon with an enemy, and be able to pick		A piece of fruit should appear when the player collides with a		Pers	3	0	
t up.		caught enemy. The player can pick up this piece of fruit.		Bas	S .	U	
			Define requirements	All		2	
			Requirement check by Aaron	All		2	
			Make a class diagram of improvements/extensions	Fieke & Lilian	4	0	
		Exercise 2 (use RDD)	Make a sequence diagram of improvements/extensions	Fieke & Lilian	4	0	
As a player, I want the dragon to peed up for 10 seconds, when			make a sequence diagram of improvements/extensions		,		
oicking up the Speed up Power Up. As a player, I want the the bubbles o increase in size for 10 seconds,		Power up - Temporarily speed up a player's movement.		Christian	1	0	
when picking up the Increase Bubble Size Power Up		Power up - Increase bubble's size.		Christian	1	0	
As a player, I want the shoot bubbles to move a longer distance, when picking up the Increase bubble Distance Up.		Developed to the second health health to the second health					
		Power up - Increase bubble's movement distance.		Christian	1	0	
		Refactor Log class	Checkstyle and findBugs errors	Karin	1,5	2	
		Refactor TileMap class	Especially FindBugs throws severe errors	Karin	2	0	
		Testing all classes		Lilian	8		