

1 person responsible per task, devide hours evenly

User Story	Priority [A-E]	Task	Subtasks	Task manager	Task Assigned To	Manager of code review	Estimated Effort per Task (hours)	Done		Kleurcode	Totaal Uur
	C	Improve tests	Improve test structure	Lilian	Lilian	Fieke	1	0			
	C		Improve test content	Lilian	Lilian	Fieke	6	0		Christian	6
	A	Exercise 3	Write a review	Fieke	Lilian	/	3	0		Karin	8
	A	Exercise 2 - design pattern 1	Make a natural language description	Christian	Christian	Karin	1	0		Lilian	9
	B	Decorator pattern for level object	Make a class diagram	Christian	Christian	Karin	0.5	0		Bas	7
	B		Make a sequence diagram	Christian	Christian	Karin	0.5	0		Fieke	4
	A		Implement the design pattern	Christian	Christian	Karin	4	0		Rogier	6.5
	A	Exercise 2 - design pattern 2	Make a natural language description	Karin	Karin	Christian	1	0		All	0.5
	B	Factory pattern for level	Make a class diagram	Karin	Karin	Christian	0.5	0			
	B		Make a sequence diagram	Karin	Karin	Christian	0.5	0			
	A		Implement the design pattern	Karin	Karin	Christian	4	0			
	A	Exercise 1 - New features: enemies animaten en punten voor oppakken fruit laten zien	Requirements list (MoSCoW)	Rogier	Rogier	Bas	0.5	0			
	A		Requirements approved by Aaron	Rogier	Rogier	Bas	/	0			
	B		Use RDD	Rogier	Rogier	Bas	2	0			
	A		Implement	Rogier	Rogier	Bas	4	0			
	A	Exercise 1 - New feature: waterval 'slide' door het level heen	Requirements list (MoSCoW)	Bas	Bas	Rogier	0.5	0			
	A		Requirements approved by Aaron	Bas	Bas	Rogier	/	0		Not started yet	
	B		Use RDD	Bas	Bas	Rogier	1	0		Working on it	
	A		Implement	Bas	Bas	Rogier	4	0		Done!	
	C	Improve code - Iteration	Projectiles uit player	Karin	Karin	Christian	2	0			
	C		Animation minder gebeund Player	Bas	Bas	Rogier	1	0			
	C		Javadoc comments doorlopen	Bas	Bas	Rogier	0.5	0			
	C		Pullrequests moeten ook met tags!	Fieke	All	Lilian	0.5	0			
	C		Tooling: checkstyle, pmd, findbugs	Fieke	Fieke	Lilian	4	0			