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
	A	Exercise 1 - Your wish is my command, Reloaded	Code reviews (comment on code quality)	Fieke	All	All	2				
	A		Magiron: appear after 45 seconds	Christian	Christian	Lilian	0.5	2		Christian	7
	A		Magiron: move towards the player	Christian	Christian	Lilian	2	2		Karin	6.5
	A		Magiron: visualisation	Christian	Christian	Lilian	1.5	2		Lilian	7
	A		Enemies: drop fruit	Bas	Bas	Rogier	2	2		Bas	7
	A		Points: Assign points for clearing a level and picking up fruit	Bas	Bas	Rogier	1	1		Fieke	7
	A		Game over: show score screen	Bas	Bas	Rogier	1	1		Rogier	7
	A		High Score List	Bas	Bas	Rogier	3	2		All	0
	A		Background of the game	Rogier	Rogier	Christian	3	2			
	D	Improve tests	Improve test structure	Lilian	Lilian	Fieke	1	0			
	D		Improve test content	Lilian	Lilian	Fieke	6	0			
	C	Improve tooling	Solve Checkstyle errors	Fieke	Fieke	Karin	7	1			
	B	Exercise 2 - Software Metrics	Upload inCode analysis file and write explanatory PDF file about where the analysis file is located	Karin	Karin	Bas	0.5	2			
	B		Design flaw 1:	Karin	Karin	Bas	3	1			
	B		Fix design flaw 1 or explain why this flaw is not an error	Karin	Karin	Bas	3	1			
	B		Design flaw 2:	Rogier	Rogier	Christian	2	2			
	B		Fix design flaw 2 or explain why this flaw is not an error	Rogier	Rogier	Christian	2	2		Not started yet	
	B		Design flaw 3:	Christian	Christian	Lilian	1.5	2		Working on it	
	B		Fix design flaw 3 or explain why this flaw is not an error	Christian	Christian	Lilian	1.5	2		Done!	

Taks	Subtask	Task manager	Task assigned to	Estimated Effort p	Actual Effort	Done	Notes	
Exercise 1 - Your wish is my command, Reloaded	Code reviews (comment on code quality)	Fieke	All	2	1	1	Better, but not good enough	
	Magiron: appear after 45 seconds	Christian	Christian	0.5	0.5	2	Magiron turned out great :)	
	Magiron: move towards the player	Christian	Christian	2	2	2		
	Magiron: visualisation	Christian	Christian	1.5	1	2		
	Enemies: drop fruit	Bas	Bas	2	2	2		
	Points: Assign points for clearing a level and picking up fruit	Bas	Bas	1	1	1		
	Game over: show score screen	Bas	Bas	1	1	1		
	High Score List	Bas	Bas	3	2.5	2		
	Background of the game	Rogier	Rogier	3	3.5	2		
Improve tests	Improve test structure	Lilian	Lilian	1	/	0	Bad planning + ill	
	Improve test content	Lilian	Lilian	6	/	0		
Improve tooling	Solve Checkstyle errors	Fieke	Fieke	7	7	1	Not possible to solve them all, will be continued next week	
Exercise 2 - Software Metrics	Upload inCode analysis file and write explanatory PDF file about where the analysis file is located	Karin	Karin	0.5	0.5	2		
	Design flaw 1:	Karin	Karin	3	3	1		
	Fix design flaw 1 or explain why this flaw is not an error	Karin	Karin	3	3	1	Design flaw proved to be too difficult for one week	
	Design flaw 2:	Rogier	Rogier	2	1.5	2		
	Fix design flaw 2 or explain why this flaw is not an error	Rogier	Rogier	2	1	2		
	Design flaw 3:	Christian	Christian	1.5	1.5	2		
	Fix design flaw 3 or explain why this flaw is not an error	Christian	Christian	1.5	1	2		

Problem #	Description	Reaction	
1	Bug in Travis near the deadline	Tests should be run more often during iteration	
2	Code review still insufficient	"Ugly" code is not commented on	

Adjustment	Motivation	
More tests	This has been neglected, for a long time. I propose that we now finaly put our shoulder underneath this task and make tests	
Code review	Look more at the actual code, not just the feature. Comment on specific lines of code	