

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	1			
	C		Improve test content	Lilian	Lilian	Fieke	6	0		Christian	6
	A	Exercise 3	Write a review (half)	Fieke	Lilian	/	1,5	2		Karin	6
	A		Write a review (half)	Lilian	Fieke	/	2	2		Lilian	6
	A	Exercise 2 - design pattern 1	Make a natural language description	Christian	Christian	Karin	1	2		Bas	7
	B	Decorator pattern for level object	Make a class diagram	Christian	Christian	Karin	0.5	2		Fieke	6
	B		Make a sequence diagram	Christian	Christian	Karin	0.5	1		Rogier	6.5
	A		Implement the design pattern	Christian	Christian	Karin	4	2		All	0.5
	A	Exercise 2 - design pattern 2	Make a natural language description	Karin	Karin	Christian	1	0			
	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	2			
	A	Exercise 1 - New features: enemies animaten en punten voor oppakken fruit laten zien	Requirements list (MoSCoW)	Rogier	Rogier	Bas	0.5	2			
	A		Requirements approved by Aaron	Rogier	Rogier	Bas	/	2			
	B		Use RDD	Rogier	Rogier	Bas	2	1			
	A		Implement	Rogier	Rogier	Bas	4	2			
	A	Exercise 1 - New feature: waterval 'slide' door het level heen	Requirements list (MoSCoW)	Bas	Bas	Rogier	0.5	2			
	A		Requirements approved by Aaron	Bas	Bas	Rogier	/	2		Not started yet	
	B		Use RDD	Bas	Bas	Rogier	1	2		Working on it	
	A		Implement	Bas	Bas	Rogier	4	2		Done!	
	C	Improve code - Iteration	Projectiles uit player	Karin	Karin	Christian	0	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	2			
	C		Tooling: checkstyle, pmd, findbugs	Fieke	Fieke	Lilian	4	2			

Taks	Subtask	Task manager	Task assigned to	Estimated Effort p	Actual Effort Done	Notes	
Improve tests	Improve test structure	Lilian	Lilian	1	1	1	
	Improve test content	Lilian	Lilian	6	3	1	
Exercise 3	Write a review (half)	Fieke	Lilian	1,5	2,5	2	
	Write a review (half)	Lilian	Fieke	1,5	2	2	
Exercise 2 - design pattern 1	Make a natural language description	Christian	Christian	1	1	2	ook nog 2 uur in de waterval gestoken, niet genoteerd
<i>Decorator pattern for level object</i>	Make a class diagram	Christian	Christian	0.5	0.5	2	
	Make a sequence diagram	Christian	Christian	0.5	0	0	Wasn't sure how to make this, some lost point here
	Implement the design pattern	Christian	Christian	4	4	2	
Exercise 2 - design pattern 2	Make a natural language description	Karin	Karin	1	1	2	
<i>Factory pattern for level</i>	Make a class diagram	Karin	Karin	0.5	0.5	2	
	Make a sequence diagram	Karin	Karin	0.5	0.5	2	
	Implement the design pattern	Karin	Karin	4	4	2	
Exercise 1 - New features: enemies animaten en punten voor oppakken fruit laten zien	Requirements list (MoSCoW)	Rogier	Rogier	0.5	0.5	2	
	Requirements approved by Aaron	Rogier	Rogier	/	/	2	
	Use RDD	Rogier	Rogier	2	1	1	
	Implement	Rogier	Rogier	4	6	2	
Exercise 1 - New feature: waterval 'slide' door het level heen	Requirements list (MoSCoW)	Bas	Bas	0.5	0.5	2	
	Requirements approved by Aaron	Bas	Bas	/	/	2	
	Use RDD	Bas	Bas	1	1	2	
	Implement	Bas	Bas	4	3	2	
Improve code - Iteration	Projectiles uit player	Karin	Karin	2	0	0	
	Animation minder gebeund Player	Bas	Bas	1	0	0	
	Javadoc comments doorlopen	Bas	Bas	0.5	0	0	
	Pullrequests moeten ook met tags!	Fieke	All	0.5	0.25	1	Still missing tags in comments
	Tooling: checkstyle, pmd, findbugs	Fieke	Fieke	4	3	2	

Adjustment	Motivation	
More people working together on the test structure	Testing got neglected (again) last week. The last week should be about polishing the game and the code.	
Always run the game before creating a pull-request	Find unexpected errors before we have a failing master.	
Improve code readability by reducing methods with hi	Since you work in a team readability is important.	

Problem #	Description	Reaction	
1	Last minute bug in game	Fixed bug, unfortunately didn't get merged	
2	Testing took more time than expected	Focus on most important tets	