1 person responsible per task, devide hours evenly

	User Story	Priority [A-E]	Task	Subtasks	Task manager	Task Assigned To	Estimated Effort per Task (hours)	Done		Kleurcode
		B	Exercise 1 - Implement extension / improvement	Code reviews (comment on code quality)	Karin	All	3	0		
	When the game is running for 90 seconds and the player neither won nor lost the level, a magiron ghost appears and tries to kill the player by colliding with him. The magiron can float through walls and will move towards the player. When the player collides with the magiron he loses a life or dies.	A		Implement magiron	Lilian	Lilian	5	0		Christian
		A		Use RDD and UML magiron	Lilian	Lilian	2	0		
		C		Visualization magiron	Christian	Christian	,5	2		Karin
		A		Use RDD and UMLenemy breaking free from bubble	Rogier	Rogier	2	0		
	After 10 seconds of being caught, an enemy can escape from its bubble. The enemy falls onto the platform beneath and is in an 'angry state'. This means he turns red and moves 1,5 times faster. His state returns to normal after 10 seconds.	A		Implement enemy breaking free from bubble possibility	Rogier	Rogier	5	0		
		A		Use RDD & UML enemies firing bubbles	Christian	Christian	5	0		
	An enemy of level 3 or up will shoot bubbles to the player when the player is within a certain range. When the player collides with these bubbles, he will lose a life or die.	A		Implement Projectile firing enemies	Christian	Christian	2	0		
		D	Unimplemented features of last week	Enemies drop fruit	Bas	Bas	1			
		D		Sound can be turned off	Bas	Bas	1			
		D		Score screen when the game is over	Bas	Bas	1			
		D		Point for clearing level and picking up fruit	Bas	Bas	1			
			Implement							Lilian
		B	Exercise 2 - implement design pattern #1	Make a natural language description	Karin	Karin	2	0		Bas
		A	*Observer pattern for player actions?*	Make a class diagram	Karin	Karin	1	0		Fieke
		B	*Iterator pattern for drawing?*	Make a sequence diagram	Karin	Karin	1	0		All
		A		Implement the design pattern	Karin	Karin	3	0		
		A	Exercise 2 - implement design pattern #2	Make a natural language description	Bas	Bas	2	0		
		A	*Singleton pattern for Logger.*	Make a class diagram	Bas	Bas	1	0		Not started yet
		A		Make a sequence diagram	Bas	Bas	1	0		Working on it
		A		Implement the design pattern	Bas	Bas	3	0		Done!
		B	Exercise 3 - Software Engineering Economics	Read the paper "How to Build a Good Practice Software Project Portfolio?"	Fieke	Fieke	2	2		
		B		Explain how good and bad practice are recognized	Fieke	Fieke	1	2		
		B		Exlain why Visual Basic being in the good practice group is a not so interesting finding of the study	Fieke	Fieke	1	2		
		B		Enumerate the other 3 factors that could have been studied in the paper and why you think they would belong to good/bad practice	Fieke	Fieke	1	0		
		B		Describe in detail 3 bad practice factors and why they belong to the bad practice group	Fieke	Fieke	2	0		