Sprint number	#1		
Game	Fishy		
Group	#27		
User Story	Task	Task assigned to	Estimated effort per task
Exercises			
	Exercise 1	Daan + Michiel	6-7h
	Exercise 2	Sytze + Stefan	4h
	Exercise 3	Youri	5-6 h
	Make scrum plan 1	Sytze	2h
	Make scrum reflection 1	Sytze	1h
Features			
	Make the player able to adjust the resolution	Sytze	4h
	Change the fish the player controls to a shark	Stefan	1h
	make the player restart the game after it has ended	Michiel	4h
	Implement a score system	Daan	4h
	implement a design pattern for the gui	Stefan	3h
Other			
	clean up trello	Sytze	2h