Sprint number	#1											
Game	Fishy											
Group	#27											
User Story	Task	Task assigned to	Estimated effort per task	Actual effort	Done	Notes						
Exercises												
	Exercise 1	Daan + Michiel	6-7h	7h	Yes	next time, finish documents a bit earlier so they can easily be approved by other team members						
	Exercise 2	Sytze + Stefan	4h	4h	Yes							
	Exercise 3	Youri	5-6 h	9h	Yes	Java seems quite incomplete with regard to lambdacalculus. An updated UML should have been added containing the logger class						
	Make scrum plan 1	Sytze	2h	1h	Yes							
	Make scrum reflection 1	Sytze	1h	1h	Yes							
Features												
	Make the player able to adjust the resolution	Sytze	4h	3h	Partially	The game is playable on different resolutions. Because we don't have an options panel or a very efficient way of switching panels, I decided to wait one sprint with implementing this in a fully working way.						
	Change the fish the player controls to a shark	Stefan	1h	2h	Partially	it's quite difficult to find a shark that fits the art style						
	make the player restart the game after it has ended	Michiel	4h	6h	Almost done	Problems with animation Timer						
	Implement a score and highscore system	Daan	4h	6h	Yes	The game keeps track of the players score, displays it with the highscores in the end game screen and stores the players score in a file if it belongs in the top 5 highscores						
	implement a design pattern for the gui	Stefan	3h	1h	Yes	implemented a singleton design pattern						
Other												
	clean up trello	Sytze	2h	2h	Yes							