

Sprint Backlog, Iteration # 6

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) (A is highest)
As a student i want to explain why 3 design errors occurred	Describe how the errors occurred and possibly fix them	Erik	Erik	3	E
As a player i want to correctly see how many lives i have when i start a game.	Fix the Life Counter	Erik	Erik	1	D
As a player i want to have less power-ups to make the game more difficult.	Re-balance power-ups	Erik	Erik	2	D
As a player i want to play more levels.	Add more levels	Jaap-Jan	Tim	2	C
As a player i want a countdown before the level starts	Add countdown	Govert	Govert	2	A
As a student i want ot Change the parameter of the playEffect method of audiosystem to an enum to make the TA happy.	Add Enum for audiosystem playeffect.	Govert	Govert	2	B
As a developer i want to Refactor LevelEditor to be more clear.	Remove horrible if-cases for an hash-map	Tim	Tim	3	A
As a player i want to have a method to return to menu	Add a method to return to menu button	Jaap-Jan	Jaap-Jan	3	B

button because i sometimes misclick.					
As a player i want to see my score and only have it disappeared when i press enter	Make gameoverscreen and winscreen only disappear when enter is pressed	Jaap-Jan	Jaap-Jan	2	D
As a user I want my default levels shipped with the JAR file to be stored in a folder where I can add/edit levels	Implement the OS independent file storage	Jurriaan	Jurriaan	3	B
As a developer I want my level system to work...	Fix the level system	Jurriaan	Jurriaan	4	B
As a student i have to implement the enchantments suggested by another group	Implement enchantments.	Unable to determine because we haven't recieved the suggested enchantments yet.			

Context Project: Pang

Group: -1