Sprint plan IV

Game: Space Invaders
Group: 3

User story	Task	Member responsible for task	Task assigned to	Estimated effort per task	MoSCow	Priority
When the player is playing a level, it should have a fixed amount of time to finish the level.	**Timer** Implement timer to give levels fixed amount of time	Niek	Niek	8 hours	Should have	D
	Implement Design Patterns Exercise 2 - Assignment 4	Ties	Thomas/Ties	6 hours	Should have	B
	BugFix Fix bachelli-bug: bachelli flies out of screen and never comes back, double hotkeyBug	Thomas	Thomas	1 hour	Should have	A
	BugFix: Fix highScoreBoard: throws nullPointerException when calling for highscoreBoard	Daphne	Daphne	1 hour	Should have	C
	Testing + Clean Up Remove merged branches from origin, remove fxml files, remove empty class.	Arthur	Arthur	9 hours	Should have	E
	Report	Daphne	Daphne/Arthur	8 hours	Should have	F