		Constant 5		Week 0							
Crown 22		Sprint 5		Week 8							
Group: 32											
		Mambar raananaihla		Estimated Effort nor Took (in							
User story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E)	Actual Effort (h	Done (yes / no)	Notes	Points		
As a player I want moving walls with textures.	1.1 Bubbles should bounce natural on/off a wall	Tim		3	A						
	1.1 Walls are able to move (horizontal/vertical)	Boning	Tim + Boning	3	Α						
	1.1 Walls should have dimensions (height/width)	Boning		2	А						
	44.5								-		
	1.1 Remove checkstyle warnings		Isha	2	В				40		
	1.1 Remove PMD warnings	Isha		2	В				40		
	1.1 Remove FindBugs bugs			2	В						
	1.1 Generate report of all the tools that we use			2	В				-		
As developer I want I good overview of the changes that are made during the implementation of the new feature.	1.2 Responsibility driven design by using CRC Cards	Boning	Boning + Tim	1	A						
	1.2 UML Diagram of all implemented features	Boning	Boning + Tim	1	A						
As developer I want more deisgn		Floris	Floris + Isha	_							
patterns for better code quality.	2.1 Implement the two chosen design patterns	1 10113	i iona i iand	7	Α				-		
As a developer I want to document as much as possible.	2.1 Write a natural language description of why and how the pattern is implemented in your code	Floris	Floris + Isha	1	A				30		
	2.2 Make a class diagram of how the pattern is structured statically in your code	Isha	Floris + Isha	1	Α						
	2.3 Make a sequence diagram of how the pattern works dynamically in your code	Floris	Floris + Isha	1.5	Α						
	3.0 Wrap up – Reflection	Isha	Isha	3	A				15		
	Fix the data classes by removing all elements back to the original class where it belongs	Floris	Floris	2	В						
	More comments	Boning	Boning	2	В						
	No inline comments			0.5	С						
	More test coverage	Isha	Everyone	4	В						
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