Game: Bubble Trouble		Sprint 4		Week 7									
Group: 32		Sprint 4		vveek /									-
O10up. 32													+
				Estimated Effort per									
User story	Task	Member responsible for the task		Estimated Effort per Task (in hours)		Actual Effort (I	Done (yes / no)	Notes	Points				
	1.1 Fix the observer pattern	Floris	Floris	0.5	A								
	1.1 Fix the singleton pattern	Tim	Tim	0.2	С						Sprint tasks	Dinsdag Meetin	Totaal
	1.1 Restructure all classes in the screen package, by reducing the method lengths	Tim	Tim + Boning	5	A					Boning			
As developer I want better code structure		Boning	Tim + Boning	2	Α					Floris			
	Child bublle classes no super constructor call									Isha			
	Fix ugly and smelly code according to results from inCode6	Floris	Isha + Floris	8	A								
	2.1 (Use inCode6 to compute software metrics on your project, then upload the resulting analysis file? to your git repository. Write in the explanation PDF file where the analysis file is located)		laha i Flaria	2									
	file where the analysis file is located)	Isha	Isha + Floris	2	A					Tim			
	<li>2.2 a. (Explain the design choices or errors leading to the detected design flaw)</li>		Isha + Floris	1,5	А								
		Isha	Isha + Floris	3	A								0
	2.2 b. (Refactor the classes that inCode referred to)	Floris	ISHA T FIORS	3	A				_				- 0
	2.3 (Consider other design flaws (to reach a total of three with the previous ones) that inCode could detect, and explain in detail where each of these design flaws could have probably affected your system and how you managed to good it.)		Isha + Floris	2	A								
	design flaws could have probably affected your system and how you managed to avoid it)	Floris	long - Florid	_	, ,								
	Fix the builds + parameterized tests	Floris	Floris	2	Α								
							-						
													-
					+		-				-		-
							-						
													-
					-		-						
					+		-						-
													-
					-								-
					-		-						
													-
					-								
													-