Sprint Backlog, Iteration #4

User Story	Task	Task description	Member(s) responsible for the task	Task Assigned to	Estimated Effort per Task (in hours)	Priority A - E (A is highest, E is lowest)
Exercise 1 *The head developer wants us to think about design patterns and which could be suitable to implement into our project*	Choosing design patterns	Choose two design patterns among those that we saw in class. For each chosen pattern, you must have a corresponding implementation in your code. The design patterns are chosen, the diagrams and implementation are to be done.	Rodrigo Matt	Rodrigo Matt	4 hours 4 hours	A
Exercise 2 *The client has some new requirements that he/she would like to have implemented*	Your wish is my command	In this exercise the TA gave us a new feature that must be implemented. We made up a requirements document which has been approved. Now we'll create and implement this new feature.	Joost Xinyue Callum	Joost Xinyue Callum	2 hours 2 hours 2 hours	B
Exercise 3 *As a developer we want to impress our client with our ablities by adding some new cool functionality into the game and see what they think about it*	20-Time	In this exercise we chose to implement and optimize our code so there will be a working version of the game. The requirements document has been created and approved by the TA. Now we'll execute it to get a working version of the game.	Joost Xinyue Callum Rodrigo Matt	Joost Xinyue Callum Rodrigo Matt	6 hours 6 hours 6 hours 4 hours 4 hours	A

Project: Zuma Deluxe
Group: Deluxe