Sprint Backlog, Iteration #2

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	UML Class diagram UML Sequence diagram	After deciding in general what classes we expect to need for the game and their interactions, UML Class & Sequence diagrams will be made. The task is divided in two, the main, gameplay and GUI classes being the first and the rest of them being the other	Xinyue Rodrigo		4 hours 4 hours	A
Exercise 2	UML in practice	Composition and aggregation in the project are investigated. Also, if there are parameterized classes, they will be described and possibly included in the UML diagrams. All the hierarchies in the source code are being described.	Rodrigo		4 hours	A
Exercise 3	Game configuration	A configuration file will be made that describes all the game attributes. The provided Java library will be used to retrieve specified values for these configuration parameters. https:/seafile.ifi.uzh.ch/f/6064c24939	Callum		4 hours	B
Exercise 4	Maintaining Traceability	A strategy for keeping and maintaining traceability is being chosen. A traceability matrix will be used to describe the presence of a link between artifacts.	Joost Matt		4 hours 4 hours	A

Project: Zuma Deluxe
Group: Deluxe

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