

Sprint Backlog, Iteration #3

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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 design pattern, you must have a corresponding implementation in your code	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 will decide on what to do next to the game. A requirements document will be written and the functionality will be implemented. We will use responsibility driven design to do so.	Joost Callum Xinyue	Joost Callum Xinyue	1 hours 1 hours 1 hours	B (For now, the priority of this exercise is 'B', as discussed with the TA. Next week this will be our main priority)
Exercise 3: As a developer we want to impress our client with our abilities by adding some new cool functionality into the game and see what they think about it.	20-Time	In this exercise, we define our own requirements, discuss them with the TA and implement them. We will use responsibility driven design to do so.	Joost Callum Xinyue	Joost Callum Xinyue	3 hours 3 hours 3 hours	A

Project: Zuma Deluxe

Group: Deluxe