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)
Track	Track improvement Generalization Pixel based	The track will be made more flexible' so that tracks can be made easier in the future Also, the number of positions will be improved to get pixel level accuracy.	Joost	Joost	4 hours	A
Shooter	Rotation Accuracy improvement		Callum???	Callum	4 hours	B
Marbles	Marble position update New class???	We will investigate the best way to handle the updates of the marbles. Basically we try to develop a 'state' update system. `This will include normal ball repositioning and repositioning for the intersection events.	Matt Xinyue	Matt Xinyue	4 hours 4 hours	A
Intersection	Intersection	Development of the intersection function	Rodrigo Matt	Rodrigo	4 hours	A
Working on assigments			Joost Xinyue Matt Rodrigo		2 hours	A

Project: Zuma Deluxe
Group: Deluxe