Sprint Backlog, Iteration #5

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 additional design patterns that could also 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	Rodrigo	6 hours	B
Exercise 2: In order to improve our code the head developer has requested that we use software metrics to do so.	Software metrics	In this exercise we will try to improve our code by using software metric tools Since there are not yet ten classes in our working version yet, this exercise will be restricted to the ones we have and that work at this moment in time.	Matt	Matt	6 hours	B
Exercise 3: The previous Java library was corrupted. In order to make sure that this does not interfere with the functionality of our game, the head developer has asked us to implement a feature to prevent this from happening.	Defensive programming	To make sure that a corrupted library does not break our code or make the game unplayable, we will work on implementing a backup in our code.	Callum	Callum	6 hours	B
Exercise 4: In this exercise we get the opportunity to impress our client by adding additional features or improving/finishing our code	20-time	Since we are still working on making our initial version run well, we take this time to get things sorted out.	Joost Xinyue	Joost Xinyue	6 hours 6 hours	A

Project: Zuma Deluxe
Group: Deluxe