**Group: 666**
**Software Engineering Methods**

| User Story: | | Task: | | Resp. person: | Est. effort p.p. | Priority | Hours | Status | Comments |
|---|---|---|---|---|---|---|---|---|---|
| **Merge code** | | **Merge complete unmerged code** | | | | | | | |
| As a developer | | Merge Lombok branch | | Douwe | 2 hours | A | DK: 2.5 | Done | |
| I want to merge the unmerged branches | | Merge boss textures branch | | Lukas | 1 hour | A | | Done | |
| so that these functionalities are in the final product | | | | | | | | | |
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| **Do tests** | | **Java Application** | | | | | | | |
| As a developer | | Improve test coverage to at least 80% | | | | B | | | |
| I want my code to be tested properly | | -BasicBoss testing | | Dario | 1 hour | | | Done | Coverage is 84% |
| So that I have more confidence in my final product. | | -Asteroid testing | | Dario | 1.5 hours | | | | |
| | | -DisplayHUD testing | | Lukas | 1.5 hours | | L: 1.5 | | |
| | | -DoubleBoss testing | | Dario | 0.5 hours | | | | |
| | | -Powerup testing | | Dario | 1.5 hours | | | | |
| | | -States Package testing | | Esmee | 1 hour | | E: 0.5 | | |
| | | -Teleboss testing | | Dario | 1 hour | | | | |
| | | -Highscore testing | | Douwe | 1 hour | | DK: 2 | Done | |
| | | -Mode testing | | Esmee | 0.5 hour | | | | Mode package is now gone. |
| | | -Audio testing | | Esmee | 1.5 hour | | E: 1 | | |
| | | -BackgroundAudio testing | | Esmee | 0.5 hour | | E: 1 | | |
| | | -Game testing | | Kibo | 0.5 hour | | K: 0.5 | | |
| | | -GameState testing | | Kibo | 1 hour | | K: 1 | | |
| | | -Launcher testing | | Kibo | 1 hour | | K: 0.5 | | Cannot easily be tested and should not be tested. |
| | | -Logger testing | | Kibo | 0.5 hour | | K: 0.5 | | |
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| **Check and improve code quality** | | **Java Application** | | | | | | | |
| As a developer | | Make the Mode classes not use an anti-pattern anymore | | Esmee | 1.5 hours | B | 1.5 E | | |
| I want to spend time improving my code | | Rename "shooter" classes to "cannon" classes. | | Esmee | 0.5 hour | C | 10 mins E | | |
| So that I can get a high grade | | Method overloading in displayentity class. | | Lukas | 3 hours | C | L: 1 | | |
| | | Clean up keyhandler in GameState | | Esmee | 1 hour | C | | | |

| People | Estimated Responsible effort (hours) | | Actual effort (hours) |
|---|---|---|---|
| Dario | 5.5 | | 5.5 |
| Douwe | 3 | | 4.5 |
| Esmee | 5.5 | | 5.5 |
| Kibo | 2 | | 2 |
| Lukas | 5.5 | | 5.5 |