

Sprint Backlog, Iteration #week 1&2

User Story	Task	Member responsible	Task Assigned To	Estimated Effort	Priority (A—E)
The Core Responsibility Driven Design	1.1 Derive classes, responsibilities, and collaborations using CRC cards	Timo	Everyone	2	A
	1.2 describe the main classes... responsibilities and collaborations	Wouter	Wouter	2	B
	1.3 responsibility / importance of classes	Timo	Everyone	3	B
	1.4 Draw the class diagram of the aforementioned main elements of your game	Wouter	Wouter and Dana	4	C
	1.5 Draw the sequence diagram to describe how the main elements of your game interact	Wouter	Wouter and Dana	4	A
UML	2.1 Explain the difference between aggregation and composition.	Dana	Dana	2	D
	2.2 Explain use of parameterized classes.	Wouter	Wouter and Dana	2	D
	2.3 Draw the class diagrams for all the hierarchies in source code.	Dana	Dana and Sterre	5	A
Simple logging	3.1 Set up requirements for logging.	Matthijs	Matthijs and Sterre	1	A
	3.2 Extend your implementation of the game to support logging.	Matthijs	Matthijs and Sterre	4	B

	3.3 For simple logging use responsibility driven design and UML	Sterre	Sterre and Matthijs	3	B
Improve code quality and test coverage	4.1 Fix 642 Checkstyle, 21 PMD and 8 Findbugs errors and warnings.	Sterre	Everyone	3	B
	4.2 Create more test to improve test quality and coverage.	Dana	Dana, Timo and Wouter	8	A

Context Project: TI2206

Group: 42