Sprint Backlog - Week 8

Context Project: TI2206
Group: 42

User Story	Task	Member responsible	Task Assigned To	Estimated Effort	Priority (A—E)
Software Metrics	Use inCode to compute software metrics on the project	Matthijs	Sterre & Dana	½ h	A
	Explain the design choices or errors leading to the detected design flaw	Matthijs	Wouter & Matthijs	2 h	A
	Fix the design flaw or extensively and precisely explain why not	Matthijs	Wouter & Matthijs	5 h	A
Code improvement	Fix test naming issues	Wouter	Sterre	1 h	B
	Test poorly tested classes	Wouter	Wouter	6 h	A
	Refactor useless tests	Wouter	Sterre	3 h	A
	Make javadoc comments more uniform.	Wouter	Matthijs	4 h	B
Game state overlays	Prettify overlays	Timo	Timo	3 h	C
	Add functionality to pause menu	Timo	Timo	1½ h	B
Mid level gate	Write requirements	Dana	Dana	½ h	C
	Create UML	Dana	Wouter	1 h	C
	Create test suite	Dana	Timo	2 h	C

	Implement a gate in a level that disappears only when the first ball is totally destroyed.	Dana	Dana	2 h	C
Miscellaneous features	Create ceilings for all levels	Sterre	Dana	1 h	D
	Create different sorts of balls	Sterre	Sterre	3½ h	E