Sprint Backlog - Week 4

Context Project: TI2206
Group: 42

User Story	Task	Member responsible	Task Assigned To	Estimated Effort	Priority (A—E)
Design patterns	Describe why and how the patterns are implemented	Sterre	Wouter	1/2h	C
	Make a class diagram on how the pattern is structured	Sterre	Everyone	1h	C
	Make a sequence diagram on how the pattern is structured	Sterre	Everyone	1h	C
Level loader	Write requirements document	Dana	Sterre & Dana	1h	B
	Create UML	Matthijs	Sterre & Dana	2h	B
	Implement the level loader using factory pattern	Matthijs	Sterre & Dana	8h	B
	Test level loader	Matthijs	Sterre, Dana & Matthijs	5h	B
Multiplayer and Input	Write requirements document	Timo	Timo & Wouter	1h	B
	Create UML	Timo	Timo & Wouter	2h	B
	Implement multiplayer and change input to use observer pattern	Timo	Timo & Wouter	6h	B
	Test multiplayer	Wouter	Timo & Wouter	4h	B
Improve code quality	Get line coverage to 70%	Wouter	Wouter, Matthijs & Timo	10h	A
	Fix checkstyle, findbugs and PMD errors	Timo	Everyone	3h	E

| Fix logger | Log to a document in the current path, NOT desktop | Dana | Matthijs | 1/2h | A |
| | Define toString methods for things that are logged | Dana | Matthijs | 1/2h | C |