User Story	Task	Task assigned to	Estimated effort per task (hours)	Priority (A - E)
As a developer of the project, I would like to see the multiplayer mode expanded in our game. Scenario: Given I start a multiplayer game by joining a multiplayer server. Then I should be able to move. Scenario: Given the multiplayer host has certain settings. Then the clients should copy these settings during the multiplayer game. *Note: this is our 20-time assignment.	Update requirements (if necessary).	Jesse	1	À
	Update UML.	Jesse	2	B
	Synchronize settings to the client.	Chiel	1	B
	Add background.	Taico	0.5	E
	Allow client to be able to swim.	Taico	3	A
	Add colors to different clients.	Jesse	2	C
As a developer, I would like to learn more about the Factory and Observer design patterns you implemented in the game. Scenario: Given I look in the documents folder. Then I see a document which explains the design pattern. And a part of this explaination is textual. And the second part is a class diagram of the implementation. And the last part is a state diagram of the implementation.	Explain the observer pattern and implementation.	Chiel	1	A
	Class diagram of the observer pattern.	Chiel	2	B
	Sequence diagram of the observer pattern.	Chiel	2	B
	Explain the factory pattern and implementation.	Luka	1	A
	Class diagram of the factory pattern.	Luka	2	B
	Sequence diagram of the factory pattern.	Luka	2	B
As a high-score hunter, I want to see a highscore page implemented into the game. Scenario: Given I click on the highscore button in the main menu. Then I should see a screen with all the recent highscores. Scenario: Given I die. And I achieved a certain score. Then a prompt must be shown to insert my name, And after filling in the prompt the game should add the current score to a highscore list.	Implement highscore screen.	Chiel	1	C
	Implement highscore name prompt.	Chiel	1	C
	Implement highscores.	Chiel	1	C
	Improve UML with highscores.	Chiel	1	D
	Test highscores.	Chiel	0.5	D
As a TA I am very interested in the progress you think you made during this project. Scenario: Given I look in the documents folder. Then I will find an essay which discusses: * What happened to the source code through the weeks. * What practical progress has been made with this course. * What has been learned from the lab. * What has been learned about the team cooperation. * How this new insight in team cooperation will help you with software development in the future.	Creating essay skeleton.	Robin	3	A
	Writing essay.	Robin	5	A
	Create Gfource video	Robin	2	B
	Write sprint reflection.	Robin	3	B
	Write sprint plan.	Jesse	4	B
As the game is nearing its final version, I would like to see it's current state improved.	Layout and codestyle	Taico	4	D
	Code improvements	Taico	5	D
	Bug fixes	Taico	5	D
	Refactoring Factories	Luka	4	D