User Story	Task	Task assigned to	Estimated effort per task
As a developer I would like to see the game create an logging file, so I can see what happened during the game. Scenario: Given the game is running. When a change happens in the game according to a certain level. Then this must be stored in a log file.	Create requirements document for logging.	Robin	Average
	Create tests for logging.	Robin	High
	Implement logging code.	Robin	High
	Create UML for logging.	Luka	Low
As a new user, I would like to get some instructions on how I play this game. Scenario: Given a user do not know the game. And the user would like to get instructions before starting to play. When the user clicks on an 'instructions button' in the main menu. Then a screen must be shown which displays how the game works.	Create instructions page.	Robin	Low
	Alter existing code to support instructions page.	Robin	Average
	Create tests for instructions page.	Robin	Low
	Enhance UML with instructions page.	Luka	Low
As an achievement hunter I would love to see achievements added to this game so I can get them all! Scenario 1: Given the game is being played. When something memorable happens, such as achieving a certain size for the enemyfish. Then an achievement must be granted to the user. Scenario 2: Given a user has gained achievements. And the user would like to see which achievements have been obtained. When the user clicks on an 'achievements button' in the main menu. Then a screen must be shown which displays all achievements.	Create achievements page.	Jesse	Low
	Create certain achievements to be obtained.	Jesse	Average
	Create tests for achiements page.	Jesse	High
	Enhance UML with achievements.	Jesse	Average
	Alter existing code to support achievements page.	Jesse	Average
	Implement achievements code	Jesse	High

As a user I think it would be great if I could revive after I die.
 	
Scenario:
Given the user dies during the game.
   And the user did not die before.
When the death screen is shown.
Then there should be a button to revive the player.
   And the game should start again with the old score.
   And the death counter should increase by one.
When the death counter reaches 3.
Then the user cannot revive anymore.
	Update death screen with revive button.	Taico	Low

	Update game code to support revival.	Taico	Average
	Implement lives.	Taico	High
	Enhance UML with lives.	Taico	Low
	Improve collision model for the game by making fish size dependant on amount of pixels the sprite has.	Chiel	High
	Enhance UML with the questions of excercise 2.	Chiel	Average
	Responsibility Driven Design exercise.	Taico Luka	Average High