User Story	Task	Task assigned to	Estimated effort per task (hours)	Priority (A - E)
As a user, I would love to see boss-battles in the game. Scenario 1: Given a certain state is met (size, time or score) in singple player mode. Then a boss fish should spawn. And the boss battle should begin. Given a boss battle starts. Then all normal enemyfish should disappear. And the boss fish should spawn enemy fish with a different AI. When a certain action happens. Then the boss should be killed. And the game state should go back to normal.	Write requirements document	Luka	2	A
	Create Responsibility driven design document.	Jesse	2	D
	Create UML.	Jesse	2	C
	Write new code to accomodate bosses.	Jesse	5	B
	Implement bosses.	Luka	5	B
As a developer, I would like to learn more about the Factory design pattern 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 pattern and implementation.	Chiel	1	A
	Class diagram of the pattern.	Chiel	2	B
	Sequence diagram of the pattern.	Chiel	2	B
As a developer, I would like to learn more about the Factory design pattern 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 pattern and implementation.	Taico	1	A
	Class diagram of the pattern.	Taico	2	B
	Sequence diagram of the pattern.	Taico	2	B
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.	Write essay.	Robin	5	A
	Write sprint reflection.	Robin	2	B
	Write sprint plan.	Jesse	2	B