

| User Story | Task | Task assigned to | Estimated effort per task (hours) | Priority (A - E) |
|---|--|------------------|-----------------------------------|------------------|
| <p>As a respectable Software Engineer, I want to use Software Metrics to take a different look into the code and improve it where needed.</p> <p>Scenario: Given the inCode Software metrics tool is used. And the tool brings up a few design flaws. Then these flaws should be inspected. And in the case the design flaw is an error in the code, it should be fixed. And if this is not the case, there should be some documentation which explains why this is not an error.</p> | Create inCode analysis file and look into it. | Luka & Jesse | 1 | A |
| | Find and explain cause of design flaw 1: YAML settings loader | Luka | 1,5 | C |
| | Find and explain cause of design flaw 2: Bounding Box | Jesse | 2 | C |
| | Find and explain cause of design flaw 3: PuFreeze & PuSuperSpeed | Luka | 0,5 | C |
| | Fix or explain the existance of design flaw 1: YAML settings loader | Luka | 1,5 | B |
| | Fix or explain the existance of design flaw 2: Bounding Box | Jesse | 3 | B |
| | Fix or explain the existance of design flaw 3: PuFreeze & PuSuperSpeed | Luka | 0,5 | B |
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| <p>As a Teaching Assistant, I would like to see the following improved or implemented: Multiplayer Mode.</p> <p>Scenario: Given I click on the Multiplayer Button. Then a multiplayer screen opens with other human players. And a multiplayer game starts.</p> | Write requirements document | Robin | 2 | A |
| | Create Responsibility driven design document | Chiel | 2 | C |
| | Create UML | Chiel | 2 | C |
| | Multiplayer communication from client | Taico | 6 | A |
| | Multiplayer communication to server | Taico | 6 | A |
| | Multiplayer implementation | Luka | 6 | A |
| | | | | |
| | Write sprint reflection | Robin | 2 | B |
| | Write sprint plan | Jesse | 2 | B |
| | New game logo | Robin | 2 | C |
| | Fix screen resizing | Chiel | 7 | C |