

Sprint Backlog, Iteration #6

| User Story | Task | Member responsible for the task | Task Assigned To | Estimated Effort per Task (in hours) | Priority (A—E) (A is highest) |
|--|---|---------------------------------|------------------|--------------------------------------|-------------------------------|
| As a developer, I want to improve the quality of our code | Enable Checkstyle for test sources. | Tim | Tim | 1 | B |
| | Fix all current Checkstyle issues for test sources. | Tim | Tim | 4 | C |
| | Decrease length of big classes | Gijs | Gijs, Erik | 8 | A |
| | Splitting Areatracker and Boardgrid | Erik | Erik | 5 | A |
| As a user, I want to be able to play the game without bugs | Increase branch coverage of nl.tudelft.sem.group2.collisions package to 80% | Tim | Tim | 3 | D |
| | Increase branch coverage of nl.tudelft.sem.group2.gameController package to 80% | Gijs | Gijs | 7 | D |
| | Increase branch coverage of nl.tudelft.sem.group2.level package to 80% | Gijs | Gijs | 5 | D |
| | Increase branch coverage of nl.tudelft.sem.group2.powerups package to 80% | Dennis | Dennis | 2 | C |

| | | | | | |
|--|--|--------|--------|----|---|
| | Increase branch coverage of nl.tudelft.sem.group2.scenes package to 80% | Gijs | Gijs | 4 | D |
| | Increase branch coverage of classes in general package nl.tudelft.sem.group2 package (such as AreaTracker) to 80% | Rens | Rens | 4 | D |
| | Increase branch coverage of nl.tudelft.sem.group2.units package to 80% | Dennis | Dennis | 10 | B |

Group: 02