Sprint Backlog, Iteration # 1, Group: 2

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 can see an overview of the interactions between the main elements of the game	Make CRC (Classes, Responsibilities, Collaborations) cards for our classes	Erik	Erik & Gijs	3,5	A
	Describe main classes	Tim	Tim	3	A
	Decide if you responsibilities for classes need to be changed, merge or remove classes accordingly	Tim	Tim	3	C
	Create class diagram of main elements	Gijs	Gijs	2	B
	Create sequence diagram	Erik	Erik	3	B
As a developer, I can see an overview of the classes using a Class Diagram	Describe main elements	Tim	Tim	3	A
	Describe if we use parameterized classes and the benefits	Gijs	Gijs	2	C
	Draw class diagrams for all hierarchies	Erik	Erik	3	B
As a developer, I can log the application	Log all interactions between objects that may happen during the game	Rens	Rens & Dennis	14	A
	Use responsibility design and UML when implementing logging	Dennis	Rens & Dennis	6	B
	Define the requirements for the logging implementation	Rens	Rens & Dennis	4,5	B
As a user, I want to be able to play the game without bugs	Integrate checkstyle/findbugs/maven/PMD into Travis CI	Tim	Tim	1	C
	Fix all checkstyle errors/warnings	Erik	Erik & Tim	2	B
	Fix all findBugs errors/warnings	Dennis	Dennis	2	B

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	Write JUnit tests for at least 80% coverage (excluding GUI)	Gijs	Rens & Gijs & Tim	6	A
	Fix PMD errors/warnings	Erik	Erik	2	B