Sprint Backlog, Iteration #3, 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) | DONE |
|--|---|---------------------------------|------------------|--|----------------------------------|------|
| As a developer, I want to use software design patterns to make implementing code easier. | Pick two software design patterns (i.e., strategy, observer, decorator, Singleton) out of all the patterns described during class. | Dennis | Dennis & Tim | 1 | А | |
| | For each chosen pattern, make a class diagram of how the software design pattern is structured statically in your code | Dennis | Dennis & Tim | 4 | D | |
| | For each chosen pattern, write a natural language description of why and how the pattern is implemented in your code (and implement if not yet present) | Tim | Dennis & Tim | 10 | А | |
| | For each chosen pattern, make a sequence diagram of how the software design pattern works dynamically in your code | Tim | Dennis & Tim | 4 | E | |
| As a developer, I want to extend my game to implement more features according to what our supervisor wants | Talk to the TA to obtain a new requirement for the game | Erik | Erik & Gijs | 1 | С | TRUE |
| | Write a requirements document for the extension given by the TA | Erik | Erik & Gijs | 1 | С | |
| | Send the requirements document to the TA for evaluation | Erik | Erik & Gijs | 1 | Е | |
| | Write tests for the requirements | Gijs | Erik & Gijs | 2 | В | |
| | Implement the requirements | Gijs | Erik & Gijs | 5 | А | |
| | Design a UML for the extension | Gijs | Erik & Gijs | 2 | D | |
| As a developer, I want to improve the game | Write a requirements document for the improvement, and send it to the TA for approval | Rens | Rens | 2 | С | |

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| | In design phase use responsibility driven design, design a UML diagram and push that in 1 pdf file to github | Rens | Rens | 2 | D | |
|--|--|--------|--------|---|---|--|
| | Implement improvements required | Rens | Rens | 8 | В | |
| As a user, I want to be able to play the game without bugs | Fix all checkstyle errors/warnings | Dennis | Dennis | 3 | В | |
| | Fix all findBugs errors/warnings | Rens | Rens | 4 | С | |
| | Fix PMD errors/warnings | Erik | Erik | 2 | С | |
| | Let the build fail when the above requirements(checkstyle, findbugs and PMD) are not met | Tim | Tim | 3 | D | |
| | Write JUnit tests for at least 80% coverage (excluding GUI) | Gijs | Gijs | 4 | E | |
| As a developer, I want to have all of the tasks in one place and to be able to mark them as completed. | Move all of the tasks described above into issues. | Erik | Erik | 2 | А | |