

# Sprint Backlog, Iteration # 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 user I can choose desired colors for each tetromino from the settings panel	Create settings panel with a color picker for each Tetromino	Pascal	Pascal	5	B
	Create a button in the main menu that opens the settings panel	Pascal	Pascal	1	A
	Display the chosen color for each Tetromino in the game	Pascal	Pascal	2	C
As a user I can start a new game by clicking the restart button when I am game over.	Display a restart button when game over that should restart the game	Sebastiaan	Sebastiaan + Pascal	1	A
	Implement functionality to restart the game	Sebastiaan	Sebastiaan + Pascal	1	B
As a user I can see the next Tetromino that will be dropped in the grid in a preview pane next to the grid.	Create a preview pane next to the grid	Robert	Robert+Karel+Sebastiaan	4	C
	Display the next tetromino in the preview pane	Robert	Robert+ Karel + Sebastiaan	4	C
	Create a queue for Tetrominos to be dropped in the grid	Robert	Robert + Karel + Sebastiaan	6	C
The rotation of the tetromino must feel natural and not happen around a fixed axis	During rotation a single shift left, right, up or down is allowed if this results in a successful rotation	Sebastiaan	Sebastiaan	4	B

Complete overview of the system following the rules of Responsibility Driven Design	Write CRC cards	Karel	Everybody	2	A
	Describe and reflect on main classes	Karel	Karel + Robert	4	A
The user can track the state of the application via logging	Write a logging class	Sebastiaan	Sebastiaan + Bas	2	A
	Implement logging in code	Sebastiaan	Everybody	12	A
Use UML	Make a UML class diagram	Bas	Bas	2	B
	Make a UML sequence diagram	Bas	Bas	2	B
	Describe UML in practice	Bas	Bas	1	B

Context Project: Tetris  
Group: 11