

# Sprint Backlog, Iteration # 3

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) (A is highest)
The user wants to know which tetromino will be falling next	Create UML description	Karel	Karel + Robert	2	A
	Create preview window	Robert	Karel + Robert	8	A
The user wants to know his/her score, he can view it in the score Window	Create UML description	Sebas	Sebas + bas + Pascal	1	A
	Implement scoring system	Sebas	Sebas + bas + Pascal	2	A
	Create score window	Sebas	Sebas + bas + Pascal	4	A
The user wants the game to become more challenging as it progresses	Create UML description	Pascal	Sebas + bas + Pascal	1	A
	Create Level speed difference after certain reached score	Pascal	Sebas + bas + Pascal	3	A
The user should be able to immediately drop the cur. Tetromino to play faster	Create UML description	Bas	Sebas + bas + Pascal	0.3	B
	Create a hard drop function	Bas	Sebas + bas + Pascal	1	B

The user wants to drop the tetromino one level.	Create UML description	Bas	Sebas + bas + Pascal	0.3	B
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	Create a soft drop function	Bas	Sebas + bas + Pascal	1	B
There must be keys available to control in-game features	Create UML description	Bas	Sebas + bas + Pascal	0.3	B
	Give ingame functions correct keys, maybe even implement a dropdown menu	Bas	Sebas + bas + Pascal	2	B
Dev: Implement two design patterns	Create UML description	Pascal	Sebas + bas + Pascal	1	A
	Create Level speed difference after certain reached score	Pascal	Sebas + bas + Pascal	6	A
The user wants to use default colors when no colors a picked.	Create default colors	Pascal	Bas + Pascal	0.5	B
	Pick default colors if none selected	Pascal	Bas + Pascal	0.5	B
Dev: Create requirements document	Create a requirements document	Pascal	Everyone	1	AA+

Context Project: \_\_\_\_\_

Group: \_\_\_\_\_