

# 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 a stable game	Improve testing (increase code coverage)	Bas	Sebastiaan + Pascal	6	B
	Code improvement	Bas	Sebastiaan	6	C
The user wants a game that looks nice	UI improvement	Bas	Sebastiaan + Pascal	4	D
The player wants to save and view their highscore	Implement a highscore class	Sebastiaan	Bas	3	A
	Saving highscores in a xml file	Sebastiaan	Bas	2	A
	Make a highscore menu	Sebastiaan	Bas + Pascal	4	B
The User want a centered preview tetromino	Center the preview Pane, using the decorator pattern	Pascal	Karel + Robert	8	A
	Write tests, including for the overall preview pane	Pascal	Karel + Robert	6	C
The user wants their settings to be saved and loaded when they start the game	Saving and loading settings from a xml file	Karel	Bas + Pascal	4	E

The user/developers need documentation about the logger	Describe the Singleton design pattern	Pascal	Karel + Robert	2	C
	Design the UML	Pascal	Karel + Robert	1	C

Context Project: Tetris

Group: 11