

Sprint Backlog, Iteration # 4

| 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 |
| | Solve checkstyle warns | Bas | Sebastiaan + Pascal | 1 | C |
| | 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 |

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|---|---------------------------------------|--------|----------------|---|---|
| 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