Sprint Backlog, Iteration # 6

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 global highscore leaderboard	Set up database	Karel	Sebastiaan	1	B
	Create sync with online database	Karel	Sebastiaan	2	B
	Extend current highscores to use online database	Karel	Sebastiaan	2	B
The user wants to improve implementation, using *inCode.*	The resulting analysis of InCode will be uploaded to the GIT repository.	Sebas	Karel	1	A
	The design choices or errors leading to the detected design flaw will be explained.	Sebas	Karel	4	A
	Fix the design flaw or extensively and precisely explain why this detected flaw is not an error and, thus, should not be fixed.	Sebas	Karel	5	A
The user wants a godmode	Create intelligent bot mode, that is a bot mode that learns itself to play better the more it gets trained.	Pascal	Bas + Sebastiaan	15	A
The user wants to hold the ingame tetromino	Display Holded Tetromino in a new pane	Robert	Robert + Pascal	6	B
	Hold a tetromino when a button is pushed	Robert	Robert + Pascal	4	B

The User wants to listen to repeated music	Looped ingame music	Robert	Pascal	1	C
	Looped ingame remix when certain score is reached/botmode	Pascal	Robert	1	E
The user wants a game mode starting with a grid of preplaced (misplaced) Tetrominos. These Tetrominos must be cleared in order to win the game.	Initialize a grid with preplaced Tetrominos.	Karel	Pascal + Bas	4	B
	Track if the preplaced Tetrominos are cleared in order the determine if the game was won.	Karel	Pascal + Bas	3	C
	Create a game selection mode so that the player can selected the game he/she wants to play	Karel	Pascal + Bas	2	A

Context Project: Tetris
Group: 11