

# Sprint backlog

Iteration #4

<i>User story / requirement</i>	<i>Task</i>	<i>Member responsible for the task</i>	<i>Task assigned to</i>	<i>Estimated effort per task (in hours)</i>	<i>Priority (A—E) (A is highest)</i>
As a user I want to have the bugs fixed so that I can play the game without crashing	Double-clicking on a ball when it is in a receptor, causes a failure of the game.	Bas Musters	<b>Bas Musters</b>	2	A
As a developer I want to incorporate two design patterns into the codebase	Create a sequence diagram for the design patterns.	Fabian Mastenbroek	Earth Grob, Matthijs Rijm	2	A
	Create a class diagram for the design patterns.	Fabian Mastenbroek	Earth Grob, Matthijs Rijm	2	A
	Implement the design patterns	Fabian Mastenbroek	Earth Grob, Matthijs Rijm	4	A
As a user I want to be able to see a working scoreboard	Display in-game score on screen	Christian Slothouber	<b>Christian Slothouber</b>	2	B

As a user I want to be able to pause and resume a game	Add basic user interface for pausing/resuming game (i.e. escape)	Bas Musters	<b>Bas Musters</b>	2	B
As a user I want to be able to see balls animating to make the game more realistic	Implement animation of balls	Fabian Mastenbroek	<b>Fabian Mastenbroek</b>	3	D
As a developer I want to have locks on rails to make the game more engaging	Implement lock feature with decorator pattern	Christian Slothouber	<b>Christian Slothouber</b> , Matthijs Rijn, Earth Grob	4	B
As a developer I want to have locks on rails to make the game more engaging	Implement directional track with decorator pattern	Matthijs Rijn	<b>Matthijs Rijn</b> , Bas Musters	4	C