

Sprint backlog

Iteration #5

<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 developer, I want to improve the quality of the code base so that we keep the code base maintainable	Implement gated tracks	Christian Slothouber	Christian Slothouber , Bas Musters	5	B
	Refactor Marble class	Earth Grob	Earth Grob	3	C
	Inline Slot interface in Receptor	Earth Grob	Earth Grob	2	C
	Improve determination of game win	Matthijs Rijm	Matthijs Rijm	3	C
	Improve documentation of Direction.from(int) method	Fabian Mastenbroek	Fabian Mastenbroek	1	C
As a developer I want to incorporate two design patterns into the codebase	Implement the design patterns	Earth Grob	Earth Grob , Matthijs Rijm	3	A
As a user I want to see a scoreboard so that I can keep track of my achievements.	Display in-game score on screen	Christian Slothouber	Christian Slothouber	5	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	Bas Musters	6	B
As a user I want to have in-game power-ups so that it keeps me more engaged during the game	Make receptor glow as visual indicator for power-up	Matthijs Rijm	Matthijs Rijm , Fabian Mastenbroek	4	A
	Make receptor track score and increase score on power-up	Matthijs Rijm	Matthijs Rijm , Fabian Mastenbroek	3	A
	Implement spawning of joker ball after power-up is obtained	Matthijs Rijm	Matthijs Rijm , Fabian Mastenbroek	3	A
	Document requirements for feature	Fabian Mastenbroek	Fabian Mastenbroek	1	A

As a developer, I want to improve the quality of the graphics, so that the game looks more professional	Add explosion animation on marked receptor	Fabian Mastenbroek	Fabian Mastenbroek	3	D
As a developer I want to have directional rails to make the game more engaging	Implement directional track with decorator pattern	Bas Musters	Bas Musters	2	C