Sprint backlog

Iteration #2

User story / requirement	Task	Member responsible for the task	Task assigned to	Estimated effort per task (in hours)	Priority (A—E) (A is highest)
As a user I want to be able to have the game configuration in an external file so that I do not have to change my configuration each time	Determine configuration attributes	Christian Slothouber	**Christian Slothouber**, Earth Grob	1	B
	Read configuration file with external library	Christian Slothouber	**Christian Slothouber**, Earth Grob, Fabian Mastenbroek	1	A
	Allow configurable attributes in the game to be injected from outside the core classes with input sanitisation	Fabian Mastenbroek	Christian Slothouber, Earth Grob, **Fabian Mastenbroek**	1	A
	Inject attributes from external configuration file into the core classes	Fabian Mastenbroek	Christian Slothouber, **Fabian Mastenbroek**	1	A
	Read changed, configurable attributes and save configuration file with external library	Bas Musters	**Bas Musters,** Earth Grob, Christian Slothouber	2	C

Course code TI2206
Group Broccoli

As a developer I want to derive classes, responsibilities and collaborations to validate the architecture against the requirements	Derive classes, responsibilities, and collaborations (use CRC cards). Describe each step you make. Compare the result with actual implementation and discuss any difference (e.g., additional and missing classes).	Matthijs Rijm	**Matthijs Rijm**, Earth Grob, Bas Musters, Fabian Mastenbroek, Christian Slothouber	4	A
	Describe the main classes implemented in terms of responsibilities and collaborations	Bas Musters	**Bas Musters**, Matthijs Rijm, Earth Grob	2	A
	Reflect if some of those non-main classes have similar/little responsibility and could be changed, merged, or removed. If so, perform the code changes; if not, explain why you need them	Earth Grob	**Earth Grob**, Bas Musters, Matthijs Rijm	4	A
	Draw the sequence diagram to describe how the main elements of your game interact (consider asynchrony and constraints, if necessary)	Earth Grob	**Earth Grob,** Matthijs Rijm, Fabian Mastenbroek	4	A
As a developer I want to have a code review moment to improve understanding of the code base so that the quality of the code base is under control	Have a code review moment on Friday	Fabian Mastenbroek	**Fabian Mastenbroek**, Christian Slothouber, Earth Grob, Matthijs Rijm, Bas Musters	4	B
As a developer I want to have the bugs fixed so that the user experience is improved	Receptor tiles should adapt based on connections	Earth Grob	**Earth Grob**, Fabian Mastenbroek	1	D

Course code   TI2206
Group   Broccoli

	Fix level timer	Christian Slothouber	**Christian Slothouber**, Matthijs Rijm	3	B
	Disallow acceptation of balls during receptor animation	Fabian Mastenbroek	**Fabian Mastenbroek**	1	C
	Fix stuttering of balls when leaving/entering receptors	Bas Musters	**Bas Musters**, Fabian Mastenbroek	1	D
As a developer I want to be able to find the sprint planning and retrospectives in the repository so that they can be easily found	Add sprint planning and retrospectives to the repository	Fabian Mastenbroek	**Fabian Mastenbroek**	1	C
As a user I want to be able to see a working scoreboard.	Implement score keeping in game core	Christian Slothouber	**Christian Slothouber**, Matthijs Rijm	2	B
	Display in-game score on screen	Christian Slothouber	Matthijs Rijm, **Christian Slothouber**	2	B
As a developer I want to fix formatting and documentation issues so that the code quality is maintained	Fix checkstyle issues	Bas Musters	**Bas Musters**, Fabian Mastenbroek	2	A
	Document undocumented classes	Fabian Mastenbroek	Earth Grob, Matthijs Rijm, Bas Musters, Christian Slothouber	4	B
As a user I want to be able to pause and resume a game	Implement freezing of game core	Earth Grob	**Earth Grob,** Bas Musters	2	B
	Add basic user interface for pausing/resuming game (i.e. escape)	Bas Musters	**Bas Musters**, Earth Grob	2	B
As a user I want to be able to hear sound effects and music in the	Implement sound effects on interaction	Fabian Mastenbroek	**Fabian Mastenbroek**, Christian Slothouber	3	E

Course code   TI2206
Group   Broccoli

game so the user experience is improved	Play music theme during game play	Christian Slothouber	**Christian Slothouber**, Fabian Mastenbroek	1	E
As a user I want to be able to see balls animating to make the game more realistic	Implement animation of balls	Fabian Mastenbroek	**Fabian Mastenbroek**, Christian Slothouber, Matthijs Rijm	3	E