Sprint backlog

Iteration #3

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 developer we want to have a UML diagram of the architecture to give a broad overview of the system	Create UML diagram of existing architecture	Matthijs Rijm	**Matthijs Rijm**, Earth Grob	3	A
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	C
	Fix stuttering of balls when leaving/entering receptors	Bas Musters	**Bas Musters**	1	C
As a user I want to be able to see a working scoreboard	Display in-game score on screen	Christian Slothouber	**Christian Slothouber**	2	B
As a user I want to be able to pause and resume a game	Implement freezing of game core	Earth Grob	**Earth Grob**	2	B
	Add basic user interface for pausing/resuming game (i.e. escape)	Bas Musters	**Bas Musters**	2	B

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As a user I want to be able to hear sound effects and music in the game so the user experience is improved	Implement sound effects on interaction	Fabian Mastenbroek	**Fabian Mastenbroek**	3	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**	3	E
As a developer I want to have vertical and horizontal traceability of requirements so that we can easily trace back requirements	Define and motivate the choice of a strategy for keeping and maintaining traceability links as well as the tool to be used to create the traceability matrix	Matthijs Rijm	**Matthijs Rijm**, Bas Musters	3	A
	Implement such a strategy through the use of a traceability matrix, i.e., a square matrix where both columns and rows represent the artifacts implemented and a generic entry of the matrix represents the presence of a link between two artifacts.	Christian Slothouber	**Christian Slothouber**, Fabian Mastenbroek	4	A
As a developer I want to process the feedback received to improve the product	Process feedback for exercise 1 of the first assignment	Earth Grob	**Earth Grob**, Matthijs Rijm, Bas Musters	1	A

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