

Sprint Backlog, Iteration # 4, Group 8008

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) (A is highest)
As a developer I want to implement design patterns in the code so that the code becomes more clear and easier to implement new features.	Write out what design patterns to use and why they are important.	Nick	Nick, Cornel	1	A
	Create a class diagram of the design patterns	Nick	Nick, Cornel	2	A
	Create a sequence diagram of how the design patterns go through the code	Nick	Nick, Cornel	2	A
	Implement the Singleton	Nick	Nick, Cornel	2	A
	Implement the Decorator pattern	Nick	Nick, Cornel	6	A
As a player I want to have a multiplayer mode so that I can play the game with a friend.	Create a requirements document of the new feature	Eric	Eric	2	A
	Create an UML of this new feature	Eric	Eric	3	A
	Implement the new feature	Eric	Eric	8	A
As a developer I want to have clearer code in the class BlockFactory and a better structure of how platforms	Refactor the BlockFactory and the Platform class	Nick	Nick, Cornel	5	B

are created so that we can easily expand these classes.					
As a player I want to have another gaming experience than the 'normal' Doodle Jump so that this game is special.	Add a new feature that is not in the normal Doodle Jump Create the requirements for this new feature. Create an UML of this new feature.	Joost, Michael Joost, Michael Joost, Michael	Joost, Michael Joost, Michael Joost, Michael	14	A
As a player I want to have enemies so that the game becomes more challenging.	Implement at least 1 enemy Create tests Implement one more enemy	Cornel Cornel Cornel	Cornel Cornel Cornel	8 3 2	C C E
As a developer I want to be sure the AudioManager and the Constants class work as they supposed to so that there are no bugs in this system.	Create tests for the AudioManager Create tests for the Constants class	Cornel Cornel	Cornel Cornel	3 2	B
As a player I want to have the new powerups spawned in the game so that I can play the game with the new powerups.	Spawn the new powerups randomly Refactor the powerup creation with weighted sets	Cornel Cornel	Cornel Cornel	2 2	A A

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