Sprint Backlog, Iteration # 3

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task *(in hours)*	Priority (A—E) *(A is highest)*
I would like to see the singleton pattern implemented in the Game class.	Document why this pattern is selected	Winer	Winer	1/2	A
	Document how this pattern will be implemented.	Winer	Winer	1/2	A
	Make a class diagram of how the pattern is statically structured in the code	Winer	Winer	1/2	A
	Make a sequence diagram of how the pattern works dynamically in the code	Winer	Winer	1/2	A
	Implement the singleton pattern in the Game class	Winer	Winer	1/2	B
I would like to see the iterator pattern implemented in a BubbleIterator class.	Document why this pattern is selected	Calvin	Calvin	1/2	A
	Document how this pattern will be implemented	Calvin	Calvin	1/2	A
	Make a class diagram of how the pattern is statically structured in the code	Calvin	Calvin	1	A

	Make a sequence diagram of how the pattern works dynamically in the code	Calvin	Calvin	1	A
	Create BubbleIterator pattern with tests	Calvin	Calvin	3	B
	Integrate the BubbleIterator class into BubbleStorage class	Calvin	Calvin	2	B
I would like to see a 2-player mode added to the game.	Define what we plan on doing in the requirements documents	Maurice	Maurice	1	A
	Make a class diagram of how the sounds is statically structured in the code	Maurice	Maurice	1	A
	Make a sequence diagram of how the sounds works dynamically in the code	Maurice	Maurice	1	A
	Add 2P button to the main menu	Maurice	Maurice	1/2	C
	Add different keys which player 2 uses to control its game	Maurice	Maurice	1/2	C
	Render both player screen in the same window	Maurice	Maurice	1	C
	Write documentation of the analysis and design of the mode	Maurice	Maurice	1	B

I would like to see all Checkstyle errors solved	Solve all checkstyle errors (bring down to 0)	Winer	All	2	C
	Add fail on checkstyle errors to Travis CI after all checkstyle errors have been resolved)	Winer	Winer	1/4	B
	Disable checkstyle javadoc on variable	Winer	Winer	1/4	B
I would like to see all PMD errors solved	Solve all PMD violations (bring down to 0)	Winer	All	1	C
I would like to see all CPD errors solved	Solve all CPD violations (bring down to 0)	Winer	All	1/2	C
I would like to see a custom Observer pattern	Remove and substitute the Observer interface with our own.	Maurice	Maurice	2	D
I would like to see the Screen class removed	Remove useless Screen class from the code	Justin	Justin	1/4	D
I would like to better test coverage on the PowerUp classes	Achieve 70% branch test coverage on PowerUp class and subclasses	Calvin	Calvin	2	D
I would like to have sounds playing in the game	Define what we plan on doing in a requirements plan	Justin	Justin, Winer	1	A
	Design the sound implementation using RDD	Justin	Justin, Winer	2	A

	Make a class diagram of how the sounds is statically structured in the code	Justin	Justin	1	A
	Make a sequence diagram of how the sounds works dynamically in the code	Justin	Justin	1	A
	Implement sounds	Justin	Justin	2	B
	Write documentation of the analysis and design of the mode	Justin	Justin, Winer	2	A
I would like have a higher test coverage	Achieve 30% general branch coverage	Jason	Jason	3	C
	Achieve 60% branch coverage in the Bubble Class	Winer	Jason, Winer	2	C
	Achieve 50% branch coverage in BubbleStorage class	Jason	Jason	3	C
	Achieve 50% branch coverage in Cannon class	Jason	Winer, Jason	2	C

People	Estimated hours of effort
Jason Xie	10
Calvin Nhieu	10
Winer Bao	10.5
Maurice Willemsen	10

Justin Segond	9 ¼

Context Project: Bust-a-move game
Group: 3