Sprint Backlog, Iteration # 2

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 current classes split into smaller, more specific classes. These classes must follow the RDD.	Separate the bubble storage from the Arena class	Jason	Jason	2	B
	Move collision detection into its own class	Jason	Jason	1	C
	Use Point class instead of x,y variables	Justin	Justin	1/2	C
	Create a Screen interface class	Justin	Justin	1/2	C
I would like to see 60% of the checkstyle errors to be fixed	Resolve all checkstyle errors in newly created class	Winer, Jason, Calvin, Maurice, Justin	Winer, Jason, Calvin, Maurice, Justin	6	B
	Fix checkstyle errors in smaller classes	Winer, Jason, Calvin, Maurice, Justin	Winer, Jason, Calvin, Maurice, Justin	2	C
I would like to see 40% of all the code tested	Test 75% of the Bubble storage class	Winer	Winer	2	D
	Test 75% of the Bubble class	Winer	Winer	2	D

	Test 75% of the Cannon class.	Justin	Justin	1	D
I would like to see a Observer pattern implemented in the program	Make Score class Observable	Maurice	Maurice	2	B
	Make the VictoryScreen an Observer	Maurice	Maurice	½	B
	Make the DefeatScreen an Observer	Maurice	Maurice	½	B
	Make the PauseScreen an Observer	Maurice	Maurice	½	B
	Make the Game an Observer	Maurice	Maurice	½	B
I would like to see the Decorator pattern in the program	Create a PowerUp decorator	Calvin	Calvin	2	B
I would like to see a shorter package name.	Rename the packages to not have 'bust_a_move20162017.bust_a_move_framework'	Maurice	Maurice	½	C
I would like to see less packages	Put together packages which are closely related	Maurice	Maurice	½	C
I would like to see 100% of the PMD errors fixed	Resolve all PMD violations	Calvin	Calvin	2	C
I would like 80% of the Findbug errors fixed.	Resolve the FindBugs bugs(bring down to at most 2 bugs)	Calvin	Calvin	2	C
I would like to see document of the design patterns implemented in the sprint	Create sequence diagram of the design patterns	Justin	Justin	1	A
	Create class diagram of the design patterns	Justin	Justin	1	A
	Write a description of why and how the pattern is implemented	Justin	Justin	1	A

I would like to see bubbles with special effect introduced in the game	Define 4 special effects	Calvin	Calvin, Maurice	1	B
	Implement special effects	Calvin	Calvin, Maurice	3	B
I would like to see a documentation of the special effect of the bubbles	Write a requirements document	Calvin	Calvin	1	A
	Create an UML of the new classes	Calvin	Calvin	1	B
I would like to see a document of code restructure	Create an UML of the restructured classes	Jason, Winer	Jason, Winer	1	B
	Create a class diagram of the restructured classes	Jason, Winer	Jason, Winer	1	B
	Write a requirements document	Jason, Winer	Jason, Winer	1	A

People	Estimated hours of effort
Jason Xie	11
Calvin Nhieu	11
Winer Bao	9.5
Maurice Willemsen	9.5
Justin Segond	9

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