Sprint Backlog, Iteration # 5

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 a option menu when the game starts	Define what we plan on doing in a requirements plan	Winer	Winer	1	A
	Design the option menu implementation using RDD	Winer	Winer	1	A
	Make a class diagram of how the option menu is statically structured in the code	Winer	Winer	1	B
	Make a sequence diagram of how the the option menu works dynamically in the code	Winer	Winer	1	B
	Add mute sounds to the option menu	Winer	Winer	2	C
	Add a sound volume buttons to the option menu	Winer	Winer	1	C
	Write documentation of the analysis and design of the options menu	Winer	Winer	2	A

I would like to see a screen top class	Store lists of Text and Button objects in top class.	Maurice	Maurice	1	D
	Define common update and draw methods in top class.	Maurice	Maurice	1	D
	Make scoreScreen extending the screen top class. And let defeatScreen, pausedScreen and victoryScreen extend the scoreScreen.	Maurice	Maurice	1	D
	Change the namesScreen to doubleNameScreen and let it extend nameScreen.	Maurice	Maurice	1	D
	Let all screens extend their topclass and init their own text and buttons with actions.	Maurice	Maurice	1	D
I would like to see the possible gamecrash when an ovalbomb pops to be fixed	Fix the crash in the popping of the oval bomb	Calvin	Calvin	1	E
I would like to the app class state attributes to be consistent	Make all screen attributes	Jason	Jason	1/4	C
When restarting a game, I would like to see the player names to be the same.	Set the same player names when restarting a game.	Maurice	Maurice	1	D

When a game starts, I would like to see the playername updated to the screen directly.	Notify the observers of the player directly by initialising.	Maurice	Maurice	1	D
I would like to see make use of the inCode Program	Use inCode to compute software metrics on the code, place it on git and report where it can found.	justin	justin	2	A
	Pick three design flaws from the software metrics. If there are no three design flaws, think of possible design flaws in your code.	justin	justin	2	B
	Explain for every design flaw the design choices or errors leading to the design flaw	Justin, Jason	Justin, Jason	3	C
	Fix the the first design flaws or explain why it should not be fixed	Calvin	Calvin	1	C
	Fix the the second design flaws or explain why it should not be fixed	Winer	Winer	3	C
	Fix the the third design flaws or explain why it should not be fixed	justin	justin	1	C
I would like to see the randomColor() in	Change randomColor() method to returns	Calvin	Calvin	1/2	C

SimpleBubble class refactored.	colorChoice instead of a SimpleBubble object.				
	Replace methods that uses randomColor with bubble constructor that has a randomColor() parameter	Calvin	Calvin	1/2	C
I would like to see move() in SimplyBubble class refactored	Remove empty states in switch-statement (NEW, LANDED and POPPED)	Calvin	Calvin	1/2	D
I would like to see unnecessary methods removed from the PowerUp class	Remove methods that only calls methods of it superclass	Calvin	Calvin	1	C
I would like to see Button class refactored	Remove the constructor method without the x parameter	Calvin	Calvin	1/2	D
I would like to see GameState class to be not abstract	Remove abstract tag form GameState class	Calvin	Calvin	1/2	C
I would like to see the input player names to be validated.	Let setName() validate the String input length.	Calvin	Calvin	1/2	D
	Let setName() set the first char as an uppercase.	Calvin	Calvin	1/2	D
I would like to see the Iterator interface removed	Refactor code to use Java provided Iterator	Calvin	Calvin	1/2	D

I would like to see the Log class refactored	Change the log(..) methods to use Calendar instead of Date	Jason	Jason	1/4	D
I would like to see the Collision class refactored into two smaller classes	Collision and Pop class	Jason	Jason	3	E
I would like to see the test coverage increased	Write tests for the Collision class	Jason	Jason	3	C
	Increase test coverage of oBomb to 60%	Calvin	Calvin	2	C
	Increase test coverage of rowBomb to 60%	Calvin	Calvin	2	C
	Increase overall coverage to 60%	Winer	All	8	D
	Test the getPlayer and getState in the GameData class	Jason	Jason	1/4	C
	Test the App class	Jason	Jason	1/4	C

People	Estimated hours of effort
Jason Xie	10
Calvin Nhieu	11
Winer Bao	12
Maurice Willemsen	11
Justin Segond	10

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