# Sprint Backlog, Iteration # 6

| 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 game not crashing during playing | Fix crash on OBomb | Winer | Winer | 1 | A |
| I would like to see more consistent code formatting | Improve code formatting | Jason | Jason | 1/2 | A |
| I would like to see no checkstyle suppressions anymore | Remove checkstyle suppressions | Jason | Jason | 1 | A |
| I would like to see a meaningful branch test coverage of 70% in the game. | Increase the test coverage of Text class to 80% | Maurice | Maurice | 2 | B |
| | Increase the test coverage of Collision class to | Winer | Winer | 4 | A |
| | Increase the test coverage of PopBehaviour class to | Jason | Jason | 2 | A |
| | Increase the test coverage of Soundhandler to 80% | Justin | Justin | 1 | B |
| | Write integration tests using Cucumber | Jason | Jason | 4 | A |

| | Increase the overall test coverage to 70% at least | Maurice | All | 10 | B |
|---|---|---|---|---|---|
| I would like to see all code referring to a possible future feature combo removed from the game. | Remove all unnecessary methods and variables. | Maurice | Maurice | 1/2 | B |
| I would like to be able to exit the start screen pressing any key. | Recode the start screen to enter the main menu by pressing any keys | Maurice | Maurice | 1 | D |
| I would like to see more statistics from the game on the screens. | Edit the Score screens to also display amount of bubbles popped, dropped and time played. | Maurice | Maurice | 3 | D |
| I would like to see more options in the Option menu | Separate background and sounds effect mute buttons | Winer | Winer | 1 | C |
| | Add volume up and volume down buttons. | Winer | Winer | 1 | C |
| I would like to see more logging in the game | Add a level up log. | Calvin | Calvin | 1/4 | D |
| | Output logs are stored in a file | Winer | Winer | 1/2 | E |
| I would like to see an achievement system that reward the player with rewards if he reaches a certain point. | Implement the achievement system. | Justin | Justin | 4 | D |

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|---|---|---|---|---|
| I would like to see three difficulty levels in the game | Increase speed at each level to increase the difficulty of the game. | Calvin | Calvin | 2 | E |
| | Change amount of bubble colors per difficulty level | Calvin | Calvin | 2 | E |
| | Change amount of starting rows per difficulty level | Calvin | Calvin | 2 | E |
| I would like to see the user able to get a time bonus. | Implement time bonus mechanism | Justin | Justin | 2 | E |
| I would like to see an online multiplayer mode in the game | Implement online multiplayer mode. | Calvin | Calvin | 4 | E |
| I would like to see the issue with switching player names fixed when restarting | Let the player the player restart on its own field. | Maurice | Maurice | 1 | B |

| People | Estimated hours of effort |
|---|---|
| Jason Xie | 12 |
| Calvin Nhieu | 10 |
| Winer Bao | 11.5 |
| Maurice Willemsen | 11 |
| Justin Segond | 10 |

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