Sprint Backlog, Iteration # 1

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task *(in hours)*	Priority (A—E) *(A is highest)*
The game crashes a lot	Locate bug	Jason	Jason	2	B
	Fix the bug	Jason	Jason	4	B
Sometimes the bubble don't pop or drop. It is stuck mid-air.	Find out why the bubble is stuck	Jason	Jason	1	B
	Fix the bug	Jason	Jason	2	B
The bubble does not actually drop.	Add drop animation	Justin	Justin	2	D
The game does not keep/show the player's score	Design a scoring algorithm	Maurice	Maurice	3	C
	Create a Score class	Maurice	Maurice	1	C
	Add a Score object to Player class	Maurice	Maurice	1/2	C
	Link bubbles with score system	Maurice	Maurice	1	C
Exer 1.1: Redesign the game using RDD	Create requirements	Justin	Justin, Winer	1	A
	Define derived classes	Justin	Justin, Winer	1	A
	Define responsibility of each class	Justin	Justin, Winer	1/2	A
	Define collaborations between the classes	Justin	Justin, Winer	1/2	A
	Document each step made	Justin	Justin, Winer	2	A

	Compare to the working game and discuss the differences	Justin	Justin, Winer	2	A
Exer 1.2: Describe the main classes	Describe the responsibilities of the main classes	Winer	Winer	1	A
	Describe the collaborations of the main classes	Winer	Winer	1/2	A
Exer 1.3: Describe less-important classes	Explain why they are less important	Jason	Winer, Jason	1/2	A
	Check if some classes have similar responsibilities. If so, determine if these can be changed, merged or removed.	Jason	Winer, Jason	1	A
	Reflect these changes in the code	Justin	Winer, Justin	4	A
	If classes are not modified, document why not.	Jason	Winer, Jason	1	A
Exer 1.4: Draw Class Diagram	Determine all connection types between classes	Winer	Winer	1	A
	Draw the class diagram	Winer	Winer	2	A
Exer 1.5: Draw a Sequence Diagram	Figuring out how the main elements interact with each other.	Jason	Jason	1	A
	Draw the sequence diagram	Jason	Jason	2	A
Exer 2.1: describe difference between aggregation and composition	Figure out the difference between aggregation and composition	Calvin	Calvin	1	A
	Figure out if where they are in the project	Calvin	Calvin	2	A
	Describe the classes and their associations.	Calvin	Calvin	0.5	A

Exer 2.2: Describe parameterized classes(if applicable)	Figure out if we have parameterized classes.	Calvin	Calvin	0.5	A
	If so, describe why they are.	Calvin	Calvin	1	A
Exer 2.3: Class diagrams for hierarchy	Draw class diagrams for all hierarchy.	Calvin	Calvin	1	A
	Document why these hierarchy exist.	Calvin	Calvin	1	A
	Classify their type.	Calvin	Calvin	0.5	A
	Check if any of the hierarchy should be removed	Calvin	Calvin	1	A
	Implement changes	Calvin	Calvin	3	A
Exer 3.1: As a user, I would like to see logging statements of all actions in the game	Create logger class	Maurice	Maurice	2	A
	Add log statements for bubble creation, collisions, pop, drop	Maurice	Maurice	2	A
	Add log statements for cannon actions	Maurice	Maurice	1	A
	Add log statements for player state and score	Maurice	Maurice	1	A
Exer 3.2: Push a single pdf file to the repository	Push a single pdf including all documents	Justin	Justin, Maurice	4	A

People	Estimated hours of effort
Jason Xie	12.25
Calvin Nhieu	11.5
Winer Bao	11
Maurice Willemsen	11.5

Justin Segond	11.5

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