Sprint Backlog, Iteration # 4

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 bubble and powerup to use a proper decorator pattern	Create Bubble interface/abstract class	Calvin	Calvin	1	B
	Rename Bubble to BubbleSimple	Calvin	Calvin	1/2	B
I would like to see the OBomb powerup functioning with tests	Change pop() method	Calvin	Calvin	2	E
I would like to see the player and score name display properly on Victory and Defeat screen	Fix render bug	Maurice	Maurice	1	C
I would like to see the singleton pattern removed from the Game class	Remove singleton pattern from Game class	Winer	Winer	1/2	B
I would like to see the singleton pattern implemented in the Log and SoundHandler classes	Implement singleton pattern in the Log class	Winer	Winer	1/2	C
	Implement singleton pattern in the SoundHandler class	Winer	Winer	1/2	C

I would like to reduce the complexity of Cannon class	Refactor the update() method	Maurice	Maurice	1	C
	Reduce dependencies/ move them external	Maurice	Maurice	2	B
I would like to see a new highscore feature	Define what we plan on doing in a requirements plan	Winer	Winer	1/2	A
	Design the highscore implementation using RDD	Winer	Winer	1	B
	Make a class diagram of how the sounds is statically structured in the code	Winer	Winer	1	B
	Make a sequence diagram of how the sounds works dynamically in the code	Winer	Winer	1	B
	Implement a highscore system	Justin	Justin	2	B
	Write documentation of the analysis and design of the highscore system	Justin	Justin, Winer	2	A
I would like to see less if statement in the code base	Remove first conditional in if-else statements of the PowerUp class	Jason	Jason	1/4	C
	Reduce amount of if statements in the BubbleStorage class	Jason	Jason	3	C

	Reduce amount of if statements in update() in the Game class	Justin	Justin	1	C
	Reduce amount of if statements update() in the MainMenu class	Justin	Justin	1	C
	Reduce amount of if statements in update() in the DefeatScreen class	Winer	Winer	1	C
	Reduce amount of if statements in update() in the NameScreen class	Winer	Winer	1	C
	Reduce amount of if statements in update() in the NamesScreen class	Winer	Winer	1	C
	Reduce amount of if statements in update() in the PausedScreen class	Maurice	Maurice	1	C
	Reduce amount of if statements in update() in the VictoryScreen class	Maurice	Maurice	1	C
I would like to see the test coverage increase	Increase the test coverage of the Player class to 80%	Maurice	Maurice	2	B
	Increase the test coverage of the Score class to 100%	Maurice	Maurice	1	B
	Increase the test coverage of the Cannon class to 60%	Jason	Jason	1	B

	Increase the test coverage of the Button class to 80%	Jason	Jason	1	B
	Increase the test coverage of the Text class to 80%	Jason	Jason	1	B
	Increase the test coverage of the Arena class to 80%	Calvin	Calvin	2	B
	Increase the test coverage of the Bubble class to 75%	Calvin	Calvin	3	B
I would like to see the SoundHandler class moved to the System package	Move SoundHandler to System package	Justin	Justin	1/2	E
I would like to see the Observer/Observable classes to the Util package	Move the PlayerObserver and PlayerObservable to the Util package	Maurice	Maurice	1/4	E
I would like to see the team review the code of the other group's game	Check patterns, provide a grade and suggest enhancements	Justin	Jason, Justin	2	A
	Check formatting, provide a grade and suggest enhancements	Justin	Justin, Jason	2	A
	Check comments, provide a grade and suggest enhancements	Jason	Jason	2	A

	Check testing, provide a grade and suggest enhancements	Calvin	Calvin	2	A
	Check code quality, provide a grade and suggest enhancements	Winer	Winer	2	A

People	Estimated hours of effort
Jason Xie	12 1/4
Calvin Nhieu	11.5
Winer Bao	11
Maurice Willemsen	10.5
Justin Segond	11.5

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