

User story #	Task # (Issue #)	Task assigned to	Estimated Task	Actual Task Effort (hours)	Done	Notes
Design patterns for game logic	59	Ben	5	5	Yes	
Fix bugs with collisions	63	Ben	6	4	Yes	Getting rid of some bugs brought in some new ones, but they are far more minor bugs
Major Refactoring	68	Ben		8	Partly	Architecture is better, but still needs a lot of work
Database refactoring	64	Ioana	3	4	Yes	Used strategy pattern for queries creation
Testing the database using mocks	69	Ioana	2	2	Yes	
Removed settings button	60	Matei		10m	Yes	
Sound effects	23	Matei	3	2	Yes	
Refactor database credentials	54	Shaan	1	30m	Yes	
Database on a TUDelft server		Shaan	1	1	Yes	
Add database script		Shaan	1	1	Yes	
Adjusted some Must Haves		Shaan	30m	30m	Yes	
Create a new measured board	64	Chris	8	8	Yes	
Adjust goal functionality to the new board measures	65	Chris	8	10	Yes	The tests need to be adjusted after refactoring of the architecture