

User story #	Task # (Issue #)	Task assigned to	Estimated Task Effort (hours)	Actual Task Effort (hours)	Done	Notes		
Enhance and improve the collisions system	#41	Ben	7	10	Yes	The applied math took quite some time to figure out and implement, it is still a bit buggy		
Possibility of pausing the game	#47	Matei	5	1	Yes	Took less than expected, but without doing the pause menu (see #52)		
Fix movement boundaries for the paddles	#42	Ben	1	1	Yes			
Tested the database quering		Shaan	3	5	Yes			
Enhance the paddle movement	#50	Ben	1	1	Yes			
Added the coverage to the pipeline		Shaan	1	1	Yes	Coverage can be viewed in the ReadME file and in the pipeline jobs		
Pause game menu	#52	Matei	2.5	2	Yes			
Tested database adapter		Shaan	3	5	No			
Implementing the ability to score a goal	#44	Krzysztof		6	Yes	Needs adjusting to the actual board dimensions. Fully tested scoring system.		
Implementation of a clock for the game	#34	Krzysztof	3	3	Yes			
Code refactor	#56	Ioana	2	1	Yes			
Creation of the HUD for the game	#33	Krzysztof	5	4	Yes	The design is simple but does the job.		
Make and use a button factory to minimize code duplic	#53	Ioana, Matei	5	4.5	Yes	Also ended up doing TextFieldFactory for this issue		
Prepared Statements	#8	Ioana, Shaan	5	4	Yes			
Add mute button for the music	#46	Matei, Ioana	3	1	Yes			
Saving the score to the database	#4	Ioana, Shaan	5	2	No	Prototype version working		
Refactor the game logic code	#55	Ben	4	3.5	Yes	This will likely be a work in progress. I still can maybe improve the design of the code by using an interface		
Improve key listeners	#48	Matei	4	2.5	Yes			