Sprint number	#3								
Game	Fishy								
Group	#27								
User Story	Task	Task assigned to	Estimated effort	Priority	Actual effort	Done	Notes		
Exercises									
	Make Sprint plan	Sytze	1h	A	1h	Yes	Next time we should give better naming to the ta Also, use cases should be added.		
	Make sprint reflection	Sytze	1/2h	A	0.5h	Yes	We need more notes in our next sprint reflection		
	Exercise 3	Michiel	4h	C	6h	Yes	Was not sure in how complex and how long the had to be. Which resulted in some point deductio Exercise 3.1		
	Exercise 2	Sytze	4h	C	6h	Yes	I implemented a Strategy pattern for the fishes, and a factory pattern to the fishController. The 12 enemy classes are still in our master bra but should be removed the next sprint.		
	Make an updated UML	Daan	1h	C	1h	Yes	There was not that much to be added to the uml. I have simply added the new classes and interfa		
	Hand in the deliverable	Michiel	0.1h	A	0.5h	Yes			
	Hand in and control the requirements document	Daan	1h	B	1h	Yes	The updated requirement document was mailed.		
Our Features									
	Make gui tests	Stefan	5h	C	4h	Yes	Works consistent for me might need some tweak to work everywhere (timeout exception and resol		
	Write a new screencontroller test	Michiel	3h	B	3h	No	Not completely finished, problems with null pointer execption and mocking		
	Runspeed optimalization	Daan	3h	D	1h	Yes	This intwined with the thread delay that Youri ha Overal there is a better runspeed (less cpu usag		
	Fix the bug regarding highscore files	Daan	2h	C	2h	Yes	I have fixed the bug.		
	Resequencing the restartgame	Youri	3h	B	2.5h	Yes			
	Spawnbugs	Youri	2h	E	2.5h	Yes			
	Eventhandler restructure	Youri	2h	C	2h	Yes			
	Rework pane swiching	Youri	2h	D	3h	Yes			
Other									
	Look for code metrics on our code	Daan	2h	D	3h	Yes	I have added a document to the drive containing with the metrics of our project as well as an over pyramid.		