User Story	Task	User Story	Task assigned to	Estimated effort per task	Priority	
Sprint number	#5					
Game	Fishy					
Group	#27					
User Story	Task	User Story	Task assigned to	Estimated effort per task	Priority	
Exercises						
	Make a sprint reflection		Sytze	1/2h	B	
	Make a sprint plan	As a developer, I want to clearly see what every team member is going to do for the next sprint.	Sytze	2h	A	
	Hand in requirements document.		Daan	1h	A	
	Implement design pattern #1 (singleton pattern) (exercise 2). There are a few places where we could easily implement singleton pattern. Actually, we implemented it at a few places, so for this exercise we need very little implementing.		Stefan	2h	B	
	Implement design pattern #2 (composite pattern) (exercise 2).		Daan	4h	B	
	Exercise 3. Write a self reflection about our team.		Michiel	3h	B	
	Make an up-to-date UML	As a developer, I want the UML diagram to be up to date with our code.	Michiel	1h	B	
	Hand in the deliverable		Michiel	1/2 h	A	
Features						
	Balancing the game. The game is very unbalanced. By playtesting and changing certain values we can make the game more interesting to play.	As a player, I want the game to be more interesting to play	Daan	1h	D	
	Write a little story why we decided to delete the guitests. Our gui tests fail on the TA's laptop, but not on ours. Also travis has problems with passing these. Because of all these problems, we decided to remove the gui tests from our project.	As a developer, I want to know why the guiTests are removed from our master branch.	Daan	1h	C	
	Make a pause screen. This is part of assignment 1. This screen should be shown if the user presses the pause button while playing the game. The user should be able to switch back to the game. The game should be in the same state as it was before.	As a player, if I'm on the game screen, when I press the pause button, I want to see a pause screen. As a player, if I'm on the pause screen, when I press the pause button, I want to go back to my game.	Sytze	3h	B	
	Make a few options adjustable on the pause screen. This is part of assignment 1. If we have a working pause screen, we can start adding buttons to it that will change certain settings of the game.	As a player, if I'm on the pause screen, I want to be able to adjust a few options.	Stefan	4h	C	
	Implementing the collision behaviours. We should first implement a few different Collision Behaviour classes before we could assign them to SeaObjects The collision method is going to be changed the way it is implemented now.	As a developer, I want to have different behaviour classes for when a SeaObject is eaten.	Youri	3h	B	
	Adding the implemented behaviours to the SeaObjects. The implemented behaviours should be added to the SeaObjects and combined with the collison behaviour.	As a developer, I want the eaten behaviour be actually used in our code.	Youri	3h	B	
	Modifying the collision algorithm in the controllers. The controller for the fish should be modified in such a way it uses the newly implemented collision behaviour correct.	As a developer, I want the eaten behaviour be actually used in our code.	Youri	3h	B	