User Story	Priority	Task	Exercise	Assigned To	Estimated Effort	Actual spent hours	Status	Notes			Planned	Actual
Building fixes	A	Fix JUnit		Tim	1		Not done				**Planned**	**Actual**
	A	Fix Pom File		Tim	2		Not done			**Job**	9	
	A	Get everything to work locally		Tim	2		Not done			**Jorien**	8.5	
	A	Get everything to work on travis		Tim	1		Not done			**Hugo**	8	
	C	Create beautiful outputs		Hugo	1		Not done			**Tim**	10	
										Timo	20	
Visual improvements	C	Fix the gems (too big, or ugly)		Hugo	1		In Progress					
	C	Simplify the interface		Hugo, Timo	4		Not done					
	C	Redesign column gems		Hugo	1		Not done					
	E		0	Timo	10		Not done					
Multiplayer analysis	A	Requirements		Alle			In Progress					
	A	Research		Timo	3		Not done					
	B	Design including UML (maybe even some CRC cards)		Timo	3		Not done					
Bugfixes/features	B	Always trigger effect when special gem is removed		Job	3		Not done					
	B	Make a new special gem when a combo is made with an oldone		Job	3		Not done					
	B	Fix making too much special Gems when making 2 combinations		Job	3		Not done					
	B	Not all combo's are hinted		Jorien	4		Not done					
	C	Column animations		Timo	4		Not done					
	B	Time limit		Jorien	0.5		Not done					
	D	Getting a hint lowers your score			0.5							
InCode Analysis	A	Compute software metrics and upload analysis	2.1	Tim en Jorien	2		Not done					
	A	Explain flaws	2.2a	Tim en Jorien	2		Not done					
	A	Fix flaws	2.2b	Tim en Jorien en Hu	5		Not done					