

# Sprint reflection #4

Week 7

## Group 2 - Bubble Bobble

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**TI2206 Software Engineering Methods**  
of the Computer Science curriculum  
at the Delft University of Technology.

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Task	Assigned to task	Estimated Effort	Actual Effort	Priority	Done	Notes
Add local multiplayer support (Requirements) [ex. 1]	Arthur (Remi)	1	1	A	Y	
Add local multiplayer support (UML) [ex. 1]	Arthur (Remi)	1	1	A	Y	
Add local multiplayer support (Impl) [ex. 1]	Arthur (Remi)	12	12	A	Y	
Add highscores and lives to the UI (Requirements) [ex. 1]	Lars (Laurens)	1	1	A	Y	
Add highscores and lives to the UI (UML) [ex. 1]	Lars (Laurens)	1	1	A	Y	
Add highscores and lives to the UI (Impl) [ex. 1]	Lars (Laurens)	6	4	A	Y	
Add software metrics to the repository [ex. 2.1]	Thomas	2	1	A	Y	
Consider design choices and detect 3 flaws [ex. 2.2]	Thomas	8	6	A	Y	
Separate Key Bindings from launcher	Laurens	4	4	D	N	Had to wait on multiplayer implementation
Add animated sprites	Laurens (Lars)	4	4	D	Y	
Create the assignment 4 pdf	Thomas	2	2	A	Y	
Code improvements	Arthur	-	2	C	Y	

### Prioritisation

The tasks that are required for the assignment are naturally of the highest importance. For all the non-essential tasks we discuss in the group how important we deem a certain task, we then assign a priority accordingly. This week we completed the animated sprites and did some code improvements as extra's.

### Main problems encountered

Apart from the fact that our experience with InCode wasn't the best most things went pretty well. We're still having some problems with using the AI properly during multiplayer games.

### Adjustments for the next Sprint Plan

We're pretty happy with the way things are going, we just want to keep going like this.