

Sprint reflection #5

Week 8

Group 2 - Bubble Bobble

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TI2206 Software Engineering Methods
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Task	Assigned to task	Estimated Effort	Actual Effort	Priority	Done	Notes
Add rebindable key bindings to the game [Ex. 1]	Lars (Laurens)	14	14	A	N	See sprint reflection.
Implement the factory pattern for Unit types [Ex. 2]	Arthur	7	7	A	Y	
Document the (implemented) observer pattern in Score [Ex. 2]	Thomas (Arthur)	2	3	A	Y	
Write a 1000 word reflection on the project so far [Ex. 3]	Thomas	4	4	A	Y	
Create the sprint 5 pdf	Thomas	2	2	A	Y	
Fix AI behavior for multiplayer	Remi	8	8	C	Y	
Unique sprites for multiplayer 'players'	Laurens (Lars)	2	2	C	N	

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 improved the AI performance as a bonus.

Main problems encountered

As it turned out we were just too busy with other things this week, combined with the fact that implementing the rebindable key bindings turned out to be a real problem. As a result of that the 'unique multiplayer sprites' also got scratched, because that feature has a lower priority rating. Some of our group members had a deadline for CI last Friday and another had an exam last week; due to those things, nobody was able to walk the extra mile when it turned out that things weren't going as planned. The fact that we weren't able to deliver all features that were required for the assignment really sucks, but there wasn't a lot we could do about it. It has been a long period so far and everyone is just running out of steam and preparing for the exams, rather than spending any more time on the project.

Adjustments for the next Sprint Plan

We might want to evaluate how we can avoid a failure like last week in the future, it's probably due to it turning out to be harder than expecting, combined with external factors.