

Sprint reflection #2

Week 4

Group 2 - Bubble Bobble

Remi Flinterman

4362950, remiflint@live.nl

Arthur Guijt

4377338, a.guijt@student.tudelft.nl

Laurens Kroesen

4350286, l.kroesen@student.tudelft.nl

Thomas Overklift

4080890, t.a.r.overkliftvaupelklein@student.tudelft.nl

Lars Stegman

4365801, l.s.stegman@student.tudelft.nl

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

Supervisor: Dr. A. Bacchelli
Teaching Assistant: Aaron Ang

User Story	Task	Assigned to task	Estimated Effort	Actual Effort	Done	Notes
As a player I want the enemy to move around As an enemy I want to be able to move	Requirements for our game improvement (exercise 1) Enemy AI	Thomas, Laurens	Low	1	Y	-
	RDD for our game improvement (exercise 1) Enemy AI	Thomas, Laurens	Moderate	3	Y	-
	Implementation of our game improvement (exercise 1) Enemy AI	Thomas, Laurens	High	10	Y	-
As a player I want to be able to fall through the bottom of the map and reappear at the top.	Requirements for the TA's improvements (exercise 2) Warping	Lars	Low	0,5	Y	-
	RDD of the TA's improvements (exercise 2) Warping	Lars	Moderate	0,5	Y	-
	Implementation of the TA's improvements (exercise 2) Warping	Lars	Moderate	2	Y	-
As a player I want to be able to encase enemies in bubbles As a player I want to be able to kill an encased enemy	Requirements for the TA's improvements (exercise 2) Collisions with enemies	Arthur	Low	1	Y	-
	RDD for the TA's improvements (exercise 2) Collisions with enemies	Arthur	Moderate	2	Y	-
	Implementation of the TA's improvements (exercise 2) Collisions with enemies	Arthur	High	4	Y	-
	Implement winning and losing	Remi	Moderate	7	Y	-
	Implement start & game over screen	Remi	Moderate	2	Y	-
	Create assignment 2 pdf	Thomas	Low	1	Y	-
	Refactor sprites	Lars	Moderate	5	Y	-