

Sprint reflection #1

Week 3

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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User Story	Task	Assigned to task	Estimated Effort	Actual Effort	Done	Notes
-	Review design with RDR (exercise 1)	Thomas, Lars	High	8	Y	
-	Clarify design choices regarding composition, aggregation and parameterization (exercise 2)	Thomas, Lars	Moderate	2	Y	
-	Create class diagrams for hierarchies (exercise 2)	Thomas, Lars	High	1	Y	
<i>When I die, I want to analyze what happened.</i> <i>When the game crashes, I want to analyze why it crashed</i> <i>When there is a collision, I want to be able to find the location where it happened</i>	Implement Logger (exercise 3)	Laurens	Moderate	10	Y	Forgot to get requirements checked. Thomas helped with the diagrams
-	Keyboard; implement multiple keypress handling.	Lars	Moderate	2	Y	
-	Improve Collision Handler	Arthur	High	6	Y	
-	Implement winning and losing	Remi	Moderate	-	N	Collision with enemies was not yet ready.
-	Implement level transitions	Remi	Moderate	5	Y	Every one helped with this on Friday night
-	Create assigment 1 pdf	Thomas	Low	1	Y	
	Implement music player	Laurens	Low	5	Y	This was a bonus