

Sprint reflection #3

Week 6

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

Task	Assigned to task	Estimated Effort	Actual Effort	Priority	Done	Notes
Bubbles should start to float after a while (Requirements) [Ex. 1]	Remi	1	1	A	Y	
<i>Bubbles should start to float after a while (CRC) [Ex. 1]</i>	<i>Remi</i>	<i>0,5</i>	<i>N.A.</i>	<i>A</i>	<i>N.A.</i>	
Bubbles should start to float after a while (UML) [Ex. 1]	Remi	0,5	0,5	B	Y	
Bubbles should start to float after a while (Implement) [Ex. 1]	Remi	8	6	A	Y	
Units should not be able to 'hang' on walls (Requirements) [Ex. 1]	Arthur	1	1	A	Y	
<i>Units should not be able to 'hang' on walls (CRC) [Ex. 1]</i>	<i>Arthur</i>	<i>N.A.</i>	<i>N.A.</i>	<i>D</i>	<i>N.A.</i>	
Units should not be able to 'hang' on walls (UML) [Ex. 1]	Arthur	N.A.	1	D	Y	
Units should not be able to 'hang' on walls (Implement) [Ex. 1]	Arthur	8	10	A	Y	
<i>Add a unique sprite for captured enemies (CRC) [Ex. 1]</i>	<i>Laurens</i>	<i>N.A.</i>	<i>N.A.</i>	<i>D</i>	<i>N.A.</i>	
Add a unique sprite for captured enemies (Requirements) [Ex. 1]	Laurens	1	1	A	Y	
Add a unique sprite for captured enemies (UML) [Ex. 1]	Laurens	1	1	A	Y	
Add a unique sprite for captured enemies (Implement) [Ex. 1]	Laurens	2	2	A	Y	
Choose two design patterns and make sure they are impl. (Impl.) [Ex. 2]	Lars (Thomas)	6	6	A	Y	
Choose two design patterns and make sure they are impl. (Expl.) [Ex. 2]	Thomas (Lars)	2	2	A	Y	
Choose two design patterns and make sure they are impl. (UML) [Ex. 2]	Thomas (Lars)	3	3	A	Y	
Read the paper and answer the 'Software EE' questions [Ex. 3]	Thomas	3	3	A	Y	
Add more game status indicators to the UI (Implement)	Lars	3	1	C	N	Too much work
Add animated enemies in the game	Laurens	10	12	D	N	Too much work
Create assignment 3 pdf	Thomas	1	1	A	Y	

Main problems encountered

We wanted to do some additional work on animated sprites and the UI this week, but there just wasn't enough time to get it all done since all the required exercises had to be done first.

Adjustments for the next Sprint Plan

Last week we added some extra deadlines for ourselves (too ensure we are done on Thursday) , this worked out really great, and made sure we had a more relaxed delivery. This week we'd like to try having some more (daily) sprint meetings via voice chat. We already stay in contact using text chat and a Trello board, but we're hoping to improve our communication a little bit more.

Apart from that we're really quite content with how things are going.