Sprint Reflection Week 2						
User Story	**Task**	**Task Assigned To**	**Estimated Effort per Task ***	**Actual Effort**	**Done**	**Notes**
Exercise 1	Question 1	Whole Group	1.5	1.25 hours		
	Question 2	Whole Group	1.25	1 hour		
	Question 3	Whole Group	1.5	0.5 hours		
	Question 4	Bjon	1.25	3 hours		
	Question 5	Bjon	1.75	4 hours		
Exercise 2	Question 1	Rob	1	1.25 hours		
	Question 2	Rob	0.5	0.5 hours		
	Question 3	Rob	2.5	1.25 hours		
When the user plays the game, all actions are recorded and logged.	Make scenarios and UML for logger.	Hugo	2	1.5 hours	yes	
	Make logger for user actions.	Daniel, Evan	3.25			The logger for user actions and the logger for automatic game actions turned out to be the same.
	Make logger for automatic game actions.	Evan, Bjorn, Rob	3.5			
	Make tests for the logger.	Daniel, Hugo	2	1.5 hour		

Main Problems

Problem 1 – Tools

Description : The tools were not working as intended.

Reaction : First of all, CheckStyle was not working properly with the Eclipse IDE. Eclipse used the standard sun checks xml file instead of our own customized CheckStyle.xml file. After manually selecting our own file in Eclipse, Eclipse did not show any CheckStyle errors in all java classes. The problem seemed to be caused by a .checkstyle file, the errors finally showed up after removing that file.

Secondly, the tools were not working properly in conjunction with Maven. Maven refused to use our own checkstyle file and decided to use the sun or google default checkstyle files. When we finally fixed that problem, the CheckStyle warnings were not shown as output and it seemed like the CheckStyle plug was doing nothing. This output problems was also with the plugins PMD and findbugs.

Finally, our pom.xml file which Maven uses was extremely messy. We decided to start from scratch and added the plugin tools one by one to fix every tool related problem.

Problem 2 – Travis – System.out.println()

Description : Travis CI could not handle prints to the console using System.out.println(). Because of println() statements in Logger (executed by LoggerTest), all builds containing the Logger failed.

Reaction : Removed the consoleWriter (the writer that prints to the console) from the Logger.

Problem 3 – Logger Instances

Description : Some difficulties arose when the Logger had to work across all classes of the project, which it didn't at first. – Some difficulties arose when the Logger had to work across all classes of the project, which it didn't at first.

Reaction : Changed the methods of the Logger class to static methods and added a static block.

Adjustments For The Following Sprint

- Use pull requests more.
- Better document the motivation behind our decisions.
- Avoid / remove useless javadoc.
- Remember to use tags for all our git commits.
- Consider using Octopull.