

Sprint Plan #3 Bejeweled - Group 20		
User Story	Task	Responsible
	Update old UML	Hugo
	Make Animation UML	Hugo
Jewel swaps and the processing of matches between corresponding colours are made more visible by animations.	Make matches clear simultaneously	Daniël
	Implement swap animations	Daniël
	Implement fall animations	Daniël
	Implement fill animations	Daniël
	Testing	Björn
Composite Pattern implementation (Match class)	Implement pattern	Rob
	Natural language description	Rob
	Class Diagram	Rob
	Sequence Diagram	Rob
Observer design pattern implementation	Implement pattern	Evan
	Natural language description	Evan
	Class Diagram	Evan
	Sequence Diagram	Evan
Exercise 3	Exercise 3.1	Björn
	Exercise 3.2	Björn
	Exercise 3.3	Hugo
	Exercise 3.4	Hugo
er wants to start a new game. He can press the new gæ		Björn

Problems/Remarks

Implementing Composite Pattern

At first, implementing the composite pattern did not seem a lot of work. However, we did not consider that the Next time, we should look at all the parts of the code that need to be changed to implement a feature to avoid

Implementing Observer Pattern

The implementation of the observer pattern was harder to do than was originally expected because we thought To fix this i just had to work a bit harder which wasn't that bad. but to avoid this from happening again we need

Testing

JUnit testing was impossible for animations. So we did have have a problem at that moment since we mentioned

Discussing bad practices

It took me a little longer than expected to fully understand the paper about good and bad practices of software Next time I think it would be better if I read the paper multiple times spread over a few days, so that when I m

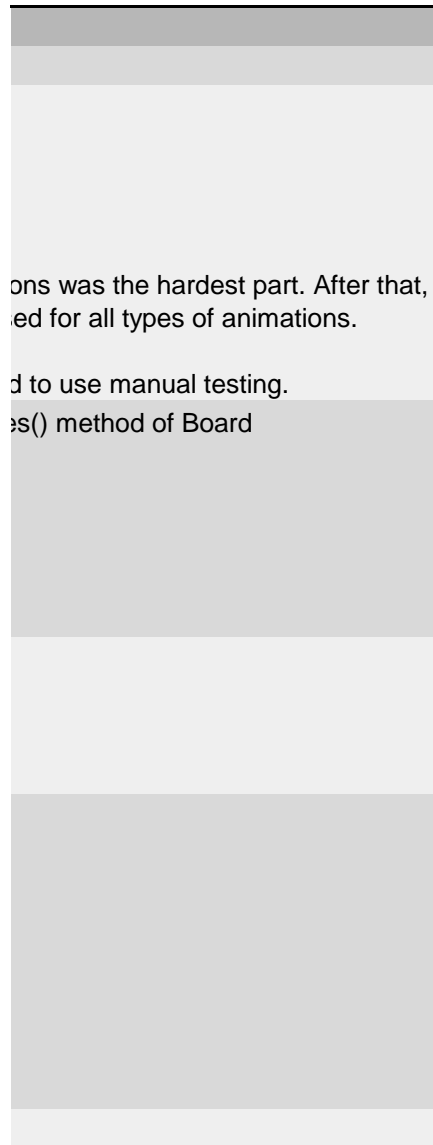
Also I won't use automatic UML generation tools anymore, since they are often inaccurate.

Assigned to	Estimated Effort	Actual Effort	Done	Notes
Hugo	0.5	1 hour	Yes	
Hugo	3	2.5 hours	Yes	
Daniël	3	2 hours	Yes	
Daniël	4	6 hours	Yes	
Daniël	5	30 minutes	Yes	Finding a way to implement animation the same method could be used
Daniël	3	10 minutes	Yes	
Björn	3	3 hours	Yes	Junit testing was not possible so had to use manual testing
Rob	4	4.5 hours	Yes	Also needed to refactor clearMatches
Rob	2	1 hour	Yes	
Rob	2	45 minutes	Yes	
Rob	4	45 minutes	Yes	
Evan	2	3.5 hours	Yes	
Evan	2	30 minutes	Yes	
Evan	2	2 hours	Yes	
Evan	3	45 minutes	Yes	
Björn	2	1.5 hours	Yes	
Björn	1	10 minutes	Yes	
Hugo	2	1 hour	Yes	
Hugo	2	1.5 hour	Yes	
Björn	2	2 hours	Yes	

a clearMatch() method needed to be refactored as well.
 d surprises.

ight that the pattern was essentially already in the project due to the listeners that we had, but the listeners only
 ad to make sure that we fully understand what a certain implementation entails so that we can avoid underesti
 ned testing in the sprint plan and of course we do not want software to be untested. In the end we did a good j

e engineering and make up additional factors to consider for the study, since it already considered over 50 fac
 take the assignment, I will be able to make it faster.



/ fulfilled part of the observer pattern and the other part still needed to be implemented.
imating it,

job by using manual testing. We thought of user stories and scenarios to test it.

ctors.