

Sprint Reflection #4								
Bejeweled - Group 20								
User Story	Task	Responsible	Assigned to	Estimated Effort	Actual Effort	Priority	Done	Notes
Multiplayer Implementation Research (Exercise 1)	Make requirements document	Rob	Rob	2	1.5 hours	A	Yes	After the requirements documents was half done, we had some discussion over how we should implement the multiplayer, so part of it needed to be rewritten halfway through
	Make Multiplayer UML	Hugo	Hugo	4	3 hours	B	Yes	
	Research useful libraries for multiplayer	Björn	Björn	4	3 hours	B	Yes	There were a lot of different libraries to choose from.
	Compose suitable achitecture (Classes)	Daniël	Daniël	4	3.5 hours	A	Yes	
	Multiplayer testing	Björn	Björn	2	2 hours	C	Yes	
InCode Usage	Apply InCode to our project	Rob	Rob	0.5	0.5 hours	D	Yes	
Software Metrics Design Flaw 1	Explain what lead to the error.	Rob	Rob	1	1 hour	B	Yes	
	Explain why it's in there OR Fix the problem	Rob	Rob	2	2 hours	B	Yes	I tried to find a fix for the error, but after I was halfway done, I saw that the code only became more complex, so I removed it again
Software Metrics Design Flaw 2	Explain the flaw	Evan	Evan	1	20 minutes	B	Yes	
	Explain why the flaw was not detected.	Evan	Evan	1	30 minutes	B	Yes	
	Explain why you think the flaw exists.	Evan	Evan	2	30 minutes	B	Yes	
Software Metrics Design Flaw 3	Explain the flaw	Evan	Evan	1	20 minutes	B	Yes	
	Explain why the flaw was not detected.	Evan	Evan	1	30 minutes	B	Yes	
	Explain why you think the flaw exists.	Evan	Evan	2	30 minutes	B	Yes	
Tool output repository	Implement it	Hugo	Hugo	1	3 hours	C	No	Encountered a plethora of additional problems without planned solutions, including problems with the Ruby version, travis output and directory