	Sprint Reflection #2					
	Bejeweled - Group 20					
User Story	Task	Assigned to	Estimated Effort	Actual Effort	Done	Notes
When the user is playing the game, a timer is shown on the screen	Make/Update UML	Hugo	2	1.5 hours	Yes	
	Add timer to GUI	Hugo	1	3 hours	Yes	The timer turned out to be more difficult to implement than initially thought. Thus I requested help from Daniël, whom consequently ended up contributing as much to the timer as I did.
	Testing timer	Evan	0.5	0.5 hours	Yes	The UML was made before the Timer was added so it had to be reupdated afterwards.
When the user reaches a certain amount of points, the level number is increased	Make/Update UML	Evan	2	2 hours		
	Implement score checker and level updater	Rob	3	2.5 hours	Yes	
	Testing level updater	Rob	2	1.5 hours	Yes	
When the user opens the game, the save file is read and loaded	Make XML Parser for Game	Daniël	3	2 hours	Yes	The XmlParser turned out to be less work than expected, due to the use of the JAXB library. I therefore helped Hugo with the timer once I was finished.
	Implement load function	Björn	2	2 hours	Yes	Minor problems but the time was estimated correctly.
	Testing load function	Björn	2	2 hours	Yes	
When the user closes the game, the game is saved	Add save function on close	Evan	2	2 hours	Yes	
	Test save function	Hugo	2	2 hours	Yes	

Main Problems Encountered

Problem 1	Save function was not getting triggered correctly
Description	The save function was not being triggered properly because it was bound to the wrong part of the GUI. Instead of being bound to the window itself, it was getting bound to the BackgroundPanel.
Reaction	Bound the save function to the actual window using the WindowListener class instead of the BackgroundPanel.