

Reflection on Sprint # 1

Game: Fishy

Group: 6

User story	Task	Task assigned To	Estimated Effort per Task (hrs)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
-	Following RDD, start from requirements (without considering implementation) and derive classes, responsibilities, and collaborations (use CRC cards). Describe each step. Compare result with actual implementation and discuss any difference (e.g., additional and missing classes).	Sunwei, Clinton	0 hrs 20 min	1 hrs 15 min	Yes	Actual effort of this task was more than what we have estimated.
	Following RDD, describe the main classes implemented in the project in terms of responsibilities and collaborations.	Michiel	0 hrs 20 min	1 hrs 30 min	Yes	This took a lot longer than estimated.
	Reflect if some of those non-main classes have similar/little responsibility and could be changed, merged, or removed. If so, perform the code changes; if not, explain why you need them.	Michiel	0 hrs 20 min	0 hrs 30 min	Yes	In the end no classes were merged or removed. Some code (methods) was moved

						around however.
	Draw class diagram of the aforementioned main elements of the game (do not forget to use elements such as parametrized classes or association constraints, if necessary).	Clinton	0 hrs 10 min	0 hrs 20 min	Yes	Actual effort of this task was more than estimated.
	Draw the sequence diagram to describe how the main elements of the game interact (consider asynchrony and constraints, if necessary)	Clinton	0 hrs 20 min	0 hrs 20 min	Yes	
-	What is the difference between aggregation and composition? Where are composition and aggregation used in the project? Describe the classes and explain how these associations work.	Dmitry	0 hrs 30 min	0 hrs 40 min	Yes	
	Is there any parametrized class in the source code? If so, describe which classes, why they are parametrized, and the benefits of the parametrization. If not, describe when and why you should use parameterized classes in your UML diagrams	Michiel	0 hrs 30 min	0 hrs 30 min	Yes	There was no parameterized class in the code.
	Draw the class diagrams for all the hierarchies in the source code. Explain why you created these hierarchies and classify their type (e.g., “Is-a” and “Polymorphism”). Considering the lectures, are there hierarchies that should be removed? Explain and implement any necessary change.	Matthijs	0 hrs 30 min	0 hrs 20 min	Yes	
Exercise 3 Simple Logging. As a tester	Task 1: Write the requirements for the logger	Matthijs, Sunwei, Michiel, Dmitry and Clinton.	1 hrs 0 min	0 hrs 30 min	Yes	Actual effort of this task was less than what we have estimated.

I want to see what actions were executed in the game. Given that the user has launched the game, When the user executes an action, Then the console will log the action executed by the user.	Task 2: For every movement / buttons that the player presses to control the fish, implement the printing of the actions on the console.	Matthijs	1 hrs 0 min	1 hrs 15 min	Yes	The effort was a little longer then expected since I tried to make the console less cluttered, which unfortunately was not successful.
	Task 3: For every button on the main, menu (options), winning and the losing screen, implement the printing of the actions on the console.	Sunwei	0 hrs 40 min	0 hrs 30 min	Yes	Actual effort of this task was less than expected since Dmitry and Matthijs have already implemented parts of the Logger class.
	Task 4: For each collisions of the player fish with an enemy fish in the game, implement the printing of the actions on the console and the score the player gains.	Sunwei	0 hr 40 min	1 hrs 15 min	Yes	Actual effort was more than expected because the original method in the Main Screen Controller contains bugs which results

						wrong orders of logging messages, so extra time was spent to fix them.
	Task 5: For each collisions of the player fish with the border in the game, implement the printing of the actions on the console.	Dmitry	0 hr 40 min	0 hr 40 min	Yes	

Estimated work effort for each member was:

Clinton : 1 hr 40 mins

Dmitry : 1hr 50 mins

Matthijs : 1 hr 45 min

Michiel : 1 hr 10 mins

Sunwei : 1 hr 50 mins

Actual work effort for each member is:

Clinton : 2 hrs 25 minutes

Dmitry : 1 hrs 50 minutes

Matthijs : 2 hrs 5 minutes

Michiel : 2 hrs 30 min

Sunwei : 3 hrs 15 minutes

Main Problems Encountered

Problem 1

Description: Logger printing out too much information on the console when the player moves with the WASD keys.

Reaction: We will fix this problem in the next sprint plan.

Problem 2

Description: Logger printing out wrong information when the player has died.

Reaction: This is already fixed.

Adjustments for the next Sprint Plan

One of the main adjustment for the next sprint plan, is to start earlier with the tasks. Even though everyone has finished their tasks, the actual effort of some tasks was more than what we had estimated.