Sprint Reflection # 5

Group: 6

User Story	Task	Task assigned to:	Estimated effort per task:	Actual Effort:	Done?	Notes
Adjustment from last sprint	Refactor generateBoss() in EndBoss class.	Sunwei	0 hrs 30 min	0 hrs 30 min	Yes	
	Update information on MenuScreen	Clinton	0 hrs 15 min	0 hrs 15 min	Yes	
Exercise 1: As a PlayerFish, I want to be able to pickup an item (life), which grants an extra life. When I collide with a larger fish, if I have more than one life, I lose an extra life. If I don't have an extra life, I die and the game goes to the losing screen.	Make requirements document for new feature (adding new lives to our player fish)	Sunwei	1 hrs 0 min	1 hrs 0 min	Yes	
	Make a new Life class	Sunwei	1 hrs 0 min	1 hrs 0 min	Yes	
	Make an image for the life item.	Clinton	0 hrs 20 min	0 hrs 10 min	Yes	Overestimated the amount of time for this task
	Implement the new feature.	Michiel	1 hrs 0 min	1 hrs 0 min	Yes	

Exercise 2:	Refactor code to include design pattern 1. (Abstract Factory Design Pattern)	Matthijs	1 hrs 30 min	1 hrs 45 min	Yes	Misunderstood the Abstract Factory Pattern which led to an incohesive structure.
	Write a natural language description of why and how the design pattern 1 is implemented. (Abstract Factory Design Pattern)	Matthijs	0 hrs 30 min	0 hrs 15 min	Yes	
	Make a class diagram of how design pattern 1 is structured statically in the code. (Abstract Factory Design Pattern)	Clinton	1 hrs 30 min	1hrs 30 min	Yes	
	Make a sequence diagram of how design pattern 1 works dynamically in the code. (Abstract Factory Design Pattern)	Matthijs	1 hrs 0 min	1 hrs 0 min	Yes	
	Refactor code to include design pattern 2. (Decorator for item class.)	Michiel	1 hrs 30 min	1 hrs 30 min	Yes	
	Write a natural language description of why and how the design pattern 2 is implemented.	Michiel	0 hrs 30 min	0 hrs 30 min	Yes	
	Make a class diagram of how design pattern 2 is structured statically in the code.	Clinton	1 hrs 30 min	1 hrs 30 min	Yes	

	Make a sequence diagram of how design pattern 2 works dynamically in the code.	Dmitry	1hrs 0 min	20 min	Yes	Finished by Clinton

Exercise 3:	Reflect on what you have learned from Software Engineering Methods lab	Sunwei	1 hrs 0 min	1 hrs 0 min	Yes	
	Reflect on what you have learned about yourself as a team of programmers, and how you will use this in the future to design and implement software systems	Dmitry	1 hrs 0 min	2 hrs 0 min	Yes	
	Consider the first version of your game that you submitted for evaluation after two weeks and compare it with the version you submit as a final product for evaluation	Dmitry	1 hrs 0 min	2 hrs 0 min	Yes	
	Combine the previous 3 texts into a well structured ~1000 word essay.	Michiel	1 hrs 0 min	0 hrs 30 min	Yes	The text was already pretty good so not much reviewing was needed.

	Do a last grammer check of the essay.	Matthijs	0 hrs 15 min	0 hrs 20 min	Yes	

Estimated work effort per member:

Clinton: 3 hrs 35 min

Dmitry: 3 hrs 0 min

Matthijs: 3 hrs 15 min

Michiel: 4 hrs 0 min

Sunwei: 3 hrs 30 min

Actual work effort per member:

Clinton: 4 hrs 15 min

Dmitry: 4 hrs 0 min

Matthijs: 3 hrs 20 min

Michiel: 3 hrs 30 min

Sunwei: 3 hrs 30 min

Main problems encountered

Problem 1:

Description: 5 consecutive build failures

Reaction: This was due to the configuration of travis; the display did not start on the second build job, which caused the tests to fail.

This problem is now fixed.

What we are going to do for the last sprint

For this sprint, we had low test coverage for our entire game, this is due to we have refactored our code a lot in last few sprints, but we have not updated our JUnit test classes. We are going to try to fix some old JUnit test classes, and implement more test cases.

We'll also try to resolve the abstract factory problem.