

Sprint Reflection # 2

Game: Fishy

Group: 6

| User story | Task | Task assigned To | Estimated Effort per Task | Actual Effort | Done? | Notes |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|---------------------------|---------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Logger | Change attributes of the logger class. This is because the game will throw a NullPointerException when the player did not click on play, therefore the logger does not have a playerFish. | Sunwei, Dmitry | 0 hrs 30 mins | 0 hrs 20 mins | Yes | Actual effort was shorter than expected, because it only required an edit to the constructor. |
| Testing | Write tests for the logger class | Sunwei, Dmitry | 1 hrs 0 min | 2 hr 0 min | Yes | Actual effort of this task was longer than expected, because at first the I looked into how to get the message from the console and it took a long time. |
| Refactoring Code | Change inheritance structure of the Entity class and its specializations. | Michiel | 0 hrs 30 min | 0 hrs 15 min | Yes | The entity class was made |

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| | | | | | | abstract. No interface was implemented after all, reasons for this are in the report. |
| New Features | Import the background music to the game | Clinton | 0 hrs 20 min | 0 hrs 20 min | Yes | |
| User story for new game plus: As a player, when I win the game, I want to be able to restart the game (i.e. become a small fish again), keeping the previous score that I have acquired. | Implement ability to turn music on and off | Clinton | 0 hrs 20 min | 0 hrs 20 min | Yes | Small bug encountered, but this is fixed. |
| | High scores (per game launch, no “save game” yet). | Matthijs, Clinton | 1 hrs 0 min | 1 hrs 0 min | Yes | |
| | Implement new game plus | Clinton | 1 hrs 0 min | 1 hrs 30 min | Yes | This task took a bit longer than expected. |
| | Implement power up for the fish: fish bomb, power ups can appear according to time or score, when player fish picks up, and the user press the key, the bomb explodes around the radius of the player fish. Radius should depend on sth (e.g. fish size). | Michiel, Matthijs | 3 hrs 0 min | 4 hrs 30 min, 1 hrs 30 min | Yes | The bomb works, but there is a small bug with the explosion intersecting fish on the left side. |
| Improvements / bug fixes | See task 1 of Logger. | Sunwei | 0 hrs 30 min | 0 hrs 30 min | Yes | |
| | Fix bug that image of the playerFish switches to the left image when the player eats a fish on the right side. | Michiel | 0 hrs 30 min | 0 hrs 15 min | Yes | This was easily fixed. |
| Documentation | Write requirements for the new features | Dmitry, Sunwei | 1 hrs 0 min | 1 hrs 0 min | Yes | |

Estimated effort per member:

Clinton : 2 hrs 40 min

Matthijs : 4 hrs 0 min

Michiel : 4 hrs 0 min

Sunwei : 3 hrs 0 min

Dmitry : 2 hrs 30 min

Actual effort per member:

Clinton : 3 hrs 10 min

Michiel : 5 hrs 0 min

Sunwei: 3 hrs 20 min

Matthijs: 2 hrs 30 min

Dmitry: 3 hrs 20 min

Main problems encountered

Problem 1

Description: We ran into multiple merge conflicts with the pull request that we have made.

Reaction: This was quickly fixed.

Problem 2

Description: We initially encountered problems with implementing the JUnit test class for the Logger class. A lot of effort was spent on how to get the string message from the console, however it did not succeed.

Reaction: It was fixed through refactoring the Logger class, by adding an attribute of string array to the Logger class and use a get method to test the Logger class.

Problem 3

Description: We had several people working on same task, and it was not clear whose responsibility it is for the task.

Reaction: We are going to avoid this next sprint.

Adjustments for next sprint plan

Even though we finished all tasks, we had the classical Scrum problem; documenting the code was ignored. From now on, everyone should document their code immediately, so that members that are reviewing the pull request do not have to figure out what the code actually does.

Also each task will be distributed in such a way that only one member of the group is responsible for a single task. However it will still be feasible for multiple members to work on the same task. Moreover, we are going to assign priorities to each task as low, average or high.