Sprint Reflection # 4

Group: 6

User Story	Task	Task assigned to:	Estimated effort per task:	Actual effort	Done (yes/no)	Notes
Exercise 1: End boss: Sharkelli, once the player has reached certain points, End boss spawns, swim across the screen couples of time, immune to bombs, when the end boss is defeated, the player has won.	Make the requirements document.	Michiel	1 hrs 0 min	1 hrs 0 min	yes	-
	Photoshop an image for Sharkelli.	Clinton	0 hrs 30 min	0 hrs 30 min	yes	
	Create EndBoss class.	Sunwei	1 hrs 0 min	1 hrs 50 min	yes	Actual effort of this task was longer because some effort was spent on solving NullPointerException when trying to spawn a EndBoss.
	Photoshop playerFish with sword	Clinton	0 hrs 30 min	0 hrs 30 min	yes	
	Implement sword item for player.	Clinton	2 hrs 0 min	2 hrs 0 min	yes	
	Implement the functionality of the spawning of end boss and the sword in the game. And the win and lose scenarios.	Michiel	2 hrs 0 min	2 hrs 30 min	yes	This task turned out to be a little complicated, but in the end it got done. There is still a small bug where a player reverts to the non

						weapon image when eating a fish after picking up a lance.
Exercise 2:	Use inCode to compute software metrics on your project, then upload the resulting analysis file to the git repository.	Matthijs	0 hrs 10 min	0 hrs 10 min	yes	
Design Flaws	Fix Message Chains design flaws (handleCollisions()) and explain why the error is there and how it is fixed.	Sunwei	0 hrs 40 min	0 hrs 40 min	yes	
	Fix Message Chains design flaw (playerHasWon()) and explain why the error is there and how it is fixed.	Sunwei	0 hrs 30 min	0 hrs 30 min	yes	
	Fix Feature Envy design flaw and explain why the error is there and how it is fixed.	Matthijs	2 hrs 0 min	2 hrs 30 min	yes	The actual effort was more than expected because of both merge conflicts and because the fix caused a schizophrenic class which we were not able to solve.
	Fix Data Class design flaw and explain why the error is there and how it is fixed.	Dmitry	2 hrs 0 min	2 hrs 30 min	yes	

Estimated work effort per member:

Clinton: 3 hrs 0 min

Dmitry: 2 hrs 0 min

Matthijs: 2 hrs 10 min

Michiel: 3 hrs 0 min

Sunwei: 2 hrs 10 min

Actual work effort per member:

Clinton: 3 hrs 0 min

Dmitry: 2 hrs 30 min

Matthijs: 2 hrs 40 min

Michiel: 3 hrs 30 min

Sunwei: 3 hrs 0 min

Main problems encountered

Problem 1:

Description: Schizophrenic class

Reaction: We were disappointed that we got the "Schizophrenic class" design flaw after we fixed the previous design flaws. We will try to fix this design flaw in the last sprint.

Adjustments for next sprint plan

We will not put the majority of the tasks at a higher priority. We will write descriptive user stories in our sprint plan.