

# Sprint Reflection # 5

Context Project: Games

Group: 1 (a.k.a. Funky Donkey Studio)

Task	Estimated effort	Actual Effort (hours)	Done (yes/no)	Notes
DEADLINE emergent architecture design draft 29/05	-	-	-	-
Design game architecture (class responsibilities, UML diagrams, etc)	3	2	no	Slightly updated but not enough.
Improve EAD taking into account the feedback given by the TA's	1	0	no	Feedback wasn't new because we forgot to commit updated version
DEADLINE presentation 27/05	2	6	yes	Well prepared
CHI PLAY paper outline bullet points and abstract	1	1	no	Partially completed
Add camera interpretation controls to SplineCurve	4	7	yes	Was working for wednesday's presentation
Refactor and test SplineCurve code	4	8	yes	Done
Test camera detection	4	10	yes	Difficulty passing on travis ci. Tried to test using webcam input but ended up using fixed images. During testing the code of the camera detection classes was also refactored and cleaned up.

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Add more obstacles that appear and disappear over time	3	0	no	Obstacle appear/disappear behaviour still needs to be made. Time was invested in thinking about how obstacles are spawned.
Define theme (surfing, skiing, etc) power-ups design depends on this task.	1	2	yes	Penguins (was a debate between pirate ships, skiers and penguins)
Implement power-ups, that change gameplay, that can be activated and deactivated	4	5	no	Spent more time refactoring code so that power-ups become modular

# Main problems encountered

## Problem 1

**Description:**

Some of our group members had important exams

**Cause:**

TU Delft midterm exam week

**Impact:**

We weren't able to finish all of our tasks this week

**Reaction:**

Tried to balance time well to pass our courses, yet finish as much of this week's task as possible

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## Problem 2

**Description:**

Confusion in architecture design

**Cause:**

Difficulty in creating an architecture that fits in the jMonkey implementation, lack of understanding of jMonkey classes like AppState and Control, and generally how to use these classes properly

**Impact:**

Trouble integrating power-ups

**Reaction:**

Started refactoring a lot of the code, trying to give everything a properly motivated place

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## Problem 3

**Description:**

We still have Travis problems.

**Cause:**

Travis is not compatible with our version of opencv, other versions don't work, and we're not about to change the OS to 14.04 instead of 12.04 (12.04 has no support for libtiff5)

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**Impact:**

Cost a lot of time, resulting in tasks (like EAD) being moved around again.

**Reaction:**

Given up all hope on getting travis working ever.

## Adjustments for the next sprint plan

### Adjustment 1

**Description:**

Monitor upcoming events better, start working on them earlier.

**Motivation:**

Checking all schedules for upcoming events makes sure we aren't blindsided by them (which might or might not have happened with the SIG upload)

**Change:**

Take this into account when planning. Maybe set earlier deadlines for ourselves to be sure we are finished for the deadline.