Sprint Reflection # 6

Context Project: Games

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

Task	Estimated effort	Actual Effort (hours)	Done (yes/no)	Notes
Develop game architecture (class responsibilities, UML diagrams, etc)	4	12	yes	(count this as 12h per member, all team members spent a large portion of their week refactoring)
Improve EAD taking into account the feedback given by the TA's	1	1	yes	Took the feedback into account during our refactoring discussions.
Create beta-testing plan 01/06 23:59	2	2	yes	
DEADLINE CHI PLAY outline 03/06	1	2	yes	Draft handed in.
Define final list of targets and obstacles and the behaviour that goes with these objects	2	1.5	yes	
Implement obstacle spawning volume (as well as target spawning behaviour), defining the spawn locations of obstacles/targets	4	0	no	
Define list of power-ups and prioritize them	3	1.5	yes	
Implement this list	5	8	no	Some power ups are done, some still have to be made or finished. The remaining power ups have

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				been split into separate tasks and moved to the next sprint.
Produce audio sounds to be triggered by game events (e.g. obstacles collision / target collision / penguin spawn / combo lost / combo hits multiple of 10 / penguin saved / obstacle spawned / target spawned)	3	9	yes	Sounds produced and code to trigger sounds follows command pattern and is tested but sounds not yet triggered on the appropriate events.
Add background game music (find suitable existing music and make smooth loop)	2	2	yes	Difficult to test if sound plays.
Make or find movable models (penguins/ polar bears)	3	3	yes	
Make or find environment (static) models	3	1	no	Priority went to implementing powerups as these are features.
Construct scene with (static) models	3	1	no	Code to load .j3o or .scene file works but not yet tested.
Create a material for the Curve	3	1	no	Low priority task postponed
Animate penguins and polar bears	3	0	no	Not a feature, postponed because of the nearing feature lock
(code) Implement penguins/polar bears animation behaviour	2	0	no	Not a feature, postponed because reasons
Implement the loss of combo points progress and make combo point system more	3			Kinda vague task, very gameplay dependent, which should form nicely once all features are in the game

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entertaining				

Main problems encountered

Problem 1

Description:
Refactored a lot of code
Cause:
Code did not follow design patterns, many parts were not extensible
Impact:
Cost a tremendous amount of time, not only implementing but also discussing what and how.
Reaction:
Did it. BAM. jonguh

Problem 2

Description:
Testing audio was difficult
Cause:
Whole game needs to be recreated in test class
Impact:
Time consuming and difficult to get to work.
Reaction:
We had to skip testing if actual sounds were produced and only check if the code runs as expected.