Reflection on Sprint #4

Game: 2048
Group: 21

User Story #	Task #	Assigned To	Estimated Effort	Actual Effort	Done	Notes
Assignment 1	1.1	Paul	3 hours	3 hours	Yes	
	1.2	Paul	3 hours	1.5 hours	Yes	
Assignment 2	Pattern 1	Piet	6 hours	6 hours	Yes	
	Pattern 2	Jente	6 hours	10 hours	Yes	The TileHandler took longer than expected, since it was more complicated than I thought
	Pattern 3	Jochem	6 hours	4 hours	Yes	
Assignment 3	3.0	Arthur	6 hours	5 hours	Yes	

Problem encountered

Description: We have underestimated the time on each exercise There are always some tasks that take longer than expected. This was because we used a very basic Sprint plan missing a lot of tasks. Next time we will split each assignment in more concrete tasks so the estimated effort is easier to determine. The next sprint we can use a point system to determine the estimated effort each task needs.

Description: After using LibGDX's internal logging functionality, we wrote our own logger class as it turned out we had to implement our own logging feature.