

# Reflection on Sprint #6

Game: 2048

Group: 21

| User Story | Task                     | Assigned to  | Estimated Effort            | Actual effort        | Done | Notes |
|------------|--------------------------|--------------|-----------------------------|----------------------|------|-------|
| Story 1    | Exercise 1: Solver fix   | Jente & Piet | 25 hours (very hard)        | 25 hours (very hard) | Yes  |       |
|            | Exercise 1: Code cleanup | Everyone     | 5 hours per person (medium) | 5 hours (medium)     | Yes  |       |
|            | Exercise 2: Flaw 1       | Jochem       | 10 hours (medium)           | 10 hours (medium)    | Yes  |       |
|            | Exercise 2: Flaw 2       | Arthur       | 10 hours (medium)           | 10 hours (medium)    | Yes  |       |
|            | Exercise 2: Flaw 3       | Paul         | 10 hours (medium)           | 10 hours (medium)    | Yes  |       |

## User Stories

### Story 1

As a user, I want to be able to let the game be solved for me when I am stuck or when I want to see how it's done.

## Main Problems encountered

### **Description**

We hadn't any design flaw in our code.

### **Reaction**

We looked at old commits to find a few design flaws. We have found two design flaws in the old code. We explained how we avoided the final design flaw.