

# Reflection on Sprint #7

Game: 2048

Group: 21

User Story	Task	Assigned to	Estimated Effort	Actual effort	Done Notes
Story 1	Exercise 1: True type font	Piet	10 hours (hard)	7 hours (hard)	Yes
	Exercise 1: Select between solvers	Piet	1 hour (easy)	3 hour (easy)	Yes
Story 2	Exercise 1: Choose difficulty	Jente	20 hours (hard)	15 hours (hard)	Yes
	Exercise 1: Improved communications security	Paul & Arthur	10 hours (medium)	14 hours (medium)	Yes
	Exercise 2: Essay	Everyone	15 hours (medium)	15 hours (medium)	Yes

## User Stories

### Story 1

As a user, I want to be able to choose which solver I want to use. I want the chosen solver to be saved.

### Story 2

As a user, I want to be able to set a difficulty in the singleplayer game. This means that the spawn of a new tile isn't random anymore. It spawns the new tile on difficult places to increase the difficulty of the game

## Main Problems encountered

**Description:** Giving the task of implementing TrueType fonts to Piet was not a good idea. Piet uses a Macbook with a Retina display, on which even TrueType fonts look aliased. As such, he thought they weren't working and almost reverted all his changes.

**Reaction:** Before throwing everything away, we tested it on another machine on which it worked just fine. Next time, we will try to keep such things in mind.