

Reflection Sprint plan III

Game: Space Invaders

Group: 3

Task	Member responsible for task	Task assigned to	Estimated effort per task	Actual effort per task	MoSCow	Priority	Done	Notes
Story line Animate player flying away, backgroundchanges, new aliens, different themes, awesome leveltransitions	Thomas	Thomas/Niek	8 hours	15 hours	Should have	A	No	Needs better structure in handling events
Multiplayer Build local multiplayer: 2 players which work together	Daphne	Daphne	10 hours	8 hours	Could have	E	Yes	None
High Score Board Refine High Score Board	Daphne	Daphne	2 hours	2 hours	Should have	B	Yes	None
Testing Also resolve CheckStyle errors	Arthur	Arthur	10 hours	8 hours	Should have	D	Yes	Testing is never done
Upgrades Fix upgrade system	Ties	Ties	4 hours	3 hours	Should have	C	Yes	None

Main problems encountered:

We didn't merge storyline because it wasn't ready in time. The reason is, that the development of the Storyline-feature took more time than anticipated. During the next sprint we will finish the feature, by scheduling extra time for it.