		Sprint 5		Week 8							
Group: 32		Оргин о		TTOOK 0							
User story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) Actual Effort (h		Done (yes / no)	Notes	Points		
As a player I want moving walls with textures.	1.1 Bubbles should bounce natural on/off a wall	Tim		3	Α	4	Yes				
	1.1 Walls are able to move (horizontal/vertical)	Boning	Tim + Boning	3	Α	3	Yes				
	1.1 Walls should have dimensions (height/width)	Boning		2	A	2	Yes				
	1.1 Remove checkstyle warnings			2	В	4	Yes				
	1.1 Remove PMD warnings			2	В		No		40		
	1.1 Remove FindBugs bugs	Isha	Isha	2	В		No				
	1.1 Generate report of all the tools that we use	e		2	В	1,5	Yes				
A - december - 1	1.2 Responsibility driven design by using CRC Cards		Boning + Tim	1	A	1.5	Yes				
As developer I want I good overview of the changes that are made during the implementation of the new feature.	1.2 UML Diagram of all implemented features	Boning	Boning + Tim	1	A	1	Yes				
As developer I want more deisgn											
patterns for better code quality.	2.1 Implement the two chosen design patterns	Floris	Floris + Isha	7	Α	5	Yes				
As a developer I want to document as much as possible.	2.1 Write a natural language description of why and how the pattern is implemented in your code	Floris	Floris + Isha	1	A	1	Yes		30		
	2.2 Make a class diagram of how the pattern is structured statically in your code	Isha	Floris + Boning	1	Α	1	Yes				
	2.3 Make a sequence diagram of how the pattern works dynamically in your code	Floris	Floris + Tim	1.5	Α	1	Yes				
	3.0 Wrap up – Reflection	Isha	Isha	3	A	3	Yes		15		
	Fix the data classes by removing all elements back to the original class where it belongs	Floris	Floris	2	В	2	Yes				
	More comments	Boning	Boning	2	В	2	Yes				
	No inline comments			0.5	С						
	More test coverage	Isha	Everyone	4	В		No				
Main Problems Encountered											
Problem 1	Miscommunication on the implementation of design patterns.										
	Like the title said. There was a miscommuncation on who was going to implement one of the design patterns for										
Description:  Reaction:	exercise 2  This came to our attention too late, so we had a slim amount of time on implementing one of the design patterns. This caused us to have a sloppy sequence diagram and sloppy class diagram										
Problem 2	No mockups We did not use mockups for the tests whilst										
Description:	we planned to do so  We didn't use mockups because of time										
Reaction:	pressure.										
Problem 3	Too many deadlines on friday and one team member short										
Description:	Exactly what the problem states. There was a little too much work on our plates so we weren't able to do everything good enough										
Reaction:	A lot of stress and some rushed work.										
Adjustments for the next Sprint Plan:											

sprint we plan to finish eve rid of as many bugs as po ne time left with these othe o like to have our game ru to do this last week.	rything to deliver a functioning and complete workin ssible. We are also striving to have a higher test cov ir two things taken care of we would like to update o in in just one frame. Implementing this will only take	g product. This means we erage of our code. If there ur graphics a bit. We some effort so it might be				
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