Game: Bubble Trouble		Sprint 3		Week 6											
Group: 32															
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**				Sprint tasks	Dinsdag Meetin	Totaal
As a player, I want to start a normal game with multiple levels. If I win a level, I want to click continue and play a next level.	More Levels working	Tim	Tim + Boning	4	A	2.5	yes		30						
As a player, I want the difficulty to be increasing with the level number. Facing more/bigger bubbles and more walls	Levels with different walls and bubbles	Tim	Tim	1	A	1.5	yes								
As a player I want to be able to pause and/or stop the game	Pause and Resume button	Tim	Boning	2	B	2	yes				Boning		13	4	17
	Stop button to return to homescreen	Tim	Boning	1	B	1	yes				Floris		20	4	24
As a player I want to continue at the level where I died/stopped last time.	Level overview screen to select level	Tim	Tim + Boning	2	B	2.5	yes				Isha		8,3	3	11,3
	Keep track of unlocked levels	Tim	Tim	1,5	C	1	yes								
	When starting next level player location is reset to the middle of the screen	Tim	Tim + Boning	1	C	1.5	no				Tim		11,5	4	15,5
As Developer I want to use responsibility driven design	Responsibility driven design document	Boning	Tim + Boning	2	A	1.5	yes		15						67,8
	UML visualization of the new level extension	Boning	Boning	1	A	1	yes								
	Images in global resource map	Tim	Tim	0.5	D	0	no								
As a developer I want to make use of different design patterns	Design patterns implementation	Floris	Floris	4	A	18	yes	This took way more time than anticipated. The implementation of different design patterns made the code a lot more structured and organised.	15						
As a reviewer I want to have clear descriptions of the patterns implemented	Design patterns description	Floris	Floris	1,5	B	0.5	yes		5						
As a developer I want a good overview of the design patterns that are implemented	Design patterns class diagram	Floris	Boning	0,75	C	0.75	yes		5						
As a developer I want to have a good understanding of transactions between classes from a specific design pattern	Design patterns sequence diagram	Floris	Boning	0,75	C	0.75		Didn't know that you had to make one sequence diagram for each pattern...	5						
	Reading the paper on good and bad practice	Isha	Isha	2	A	3									
	Question good and bad practice	Isha	Isha	1	A	0,5	yes		4						
	Question visual basic	Isha	Isha	1	A	0,5	yes		3						
	Question factors good/bad practice	Isha	Isha + Boning	1	A	0,7	yes		4						
	Question Describe bad practice	Isha	Isha	1	A	0,5	yes		4						
	Maven Builds	Isha	Isha	2	A	2,5	no								
	Walls implementation better	Isha	Isha	1	B	0,6	yes								

Main Problems Encountered

Problem 1	Missing a team member
Description:	One of our five team members left the group, after deciding to drop this course
Reaction:	Now we only have 4 members left, this means that there will be more work for each member. We have to take this into account with our weekly sprints and make sure that all tasks are divided equally.
Problem 2	Time constraint of only 5 days.
Description:	The assignment is available on monday and the deadline is due on friday.
Reaction:	It would be better if the assignment would come online earlier, or if the deadline would be later. Most of us are busy on weekdays, but have time in the weekend. But then you can't work on the assignment.
Problem 3	Travis Build
Description:	Making the travis build work took more time than expected. All this time wasted on travis couldn't be used on the real assignment.
Reaction:	Eventually the build do work partially, but there are some constraints (param tests). What will take again time in the sprint next week.

Adjustments for the next Sprint Plan:

Next time we will mail our TA if we hesitate about something. This time we just decided to implement code in our own way, but this was not what he wanted to see. So if we hesitate about something, we will mail him. We will do code reviews quicker than last time. Last time it took really long before a pull request would be merged. Other people had to wait for the merge before they could continue, so this costs us a lot of time. Next time we will directly try to review the code when someone opens a pull request.

https://blackboard.tudelft.nl/bbcswebdav/pid-2564951-dt-content-rid-8810024_2/courses/36658-151601/sprintReflection.pdf