		Sprint 4		Week 7									
Group: 32		Оринк		TTCCK T									
User story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—F)	Actual Effort (h Done (yes / no)	Notes	Points				
Cool story		Floris	Floris	0.5	A A	2	yes		. onica				
	1.1 Fix the singleton pattern	Tim	Tim	0.2	С	0,5	yes				Sprint tasks	Dinsdag Meetir	Totaal
	1.1 Restructure all classes in the screen package, reducing the method lengths. And improving the code quality.	Tim	Tim + Boning	5	А	6	yes			Boning		7 4	11
As developer I want better code structure		Boning	Tim + Boning	2	А	2,5	yes			Floris		9 3,5	12,5
·	Child bublle classes no super constructor call		The state of the s				,			Isha		5 2	7
										Tim		7 4	11
		Floris	Isha + Floris	8	Α	6	yes						
	2.1 (Use inCode6 to compute software metrics on your project, then upload the resulting analysis file? to your git repository. Write in the explanation PDF file where the analysis file is located)	Isha	Isha + Floris	2	A	0.5	yes						
	2.2 a. (Explain the design choices or errors leading to the detected design	Isha	Isha + Floris	1,5	A	0.5	yes						
		Floris	Isha + Floris	3	A	3	yes						
	2.3 (Consider other design flaws (to reach a total of three with the previous												
	ones) that inCode could detect, and explain in detail where each of these design flaws could have probably affected your system and how you managed to avoid it)	Floris	Isha + Floris	2	A	0	no						
	Fix the builds + parameterized tests	Floris	Floris	2	A	2	yes						
As a developer I want to have tested code so I know that everything will work	Update and improve tests	Boning	Boning + Tim	2	E	3	yes						
													-
													-
Main Problems Encountered Problem 1	Observer pattern turned out not to be optimal for collisions												-
Problem 1													+
Description:	When implementing a more Observer pattern-y solution for the collisions it turned out not to be the most optimal solution for the collisions												
Reaction:	Just did it. Changed some small things within the ideas of the pattern (like abstract methods), but still stuck close to the pattern itself												
Problem 2	Parts of the code are hard to test												
	Some parts of the code is really hard to test. Normally you make an object and try to call methods on it to test it. With screens and other graphical parts it's												
Description:	hard to do this. We will try to take this into account and think about methods to test graphical												-
Reaction:	parts. Maybe we could use mockito for next week.												
													-
													-
Adjustments for the next Sprint Plan:													
regionality for the next opinit rian.													_
We will begin earlier with testing. After writing the	ne code we will think about how we can test it. We will also take naming and struct	ture into more account. These factors ar	'e										
still the weak parts of our software. We will also	write more javadoc and pay more attention that everyone will document his code												-
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