

Reflection on Sprint #2

Game: Bubble beam

Group: 12

Pio- rity	User Story	Task	Assigned to:	Estimated effort	Actual effort	Done	Comments
1		Assignment 2 - 2.1 - Toelichten observer patterns	Leon & Liam	3	2	yes	
1		Assignment 2 - 2.1 - Toelichten factory patterns	Sam & Luka	2	2	yes	The factory patter was not in the available choices (only the factory method was), so we chose to write about a strategy pattern
1		Assignment 2 - 2.1 - Toelichten iterator pattern	JW	2	1	yes	Done by Luka & Sam
1		Assignment 2 - 2.2 - UML Class diagram observer patterns	Leon & Liam	1	1	yes	
1		Assignment 2 - 2.2 - UML Class diagram factory patterns	Sam & Luka	1	2	yes	The factory patter was not in the available choices (only the factory method was), so we chose to write about a strategy pattern
1		Assignment 2 - 2.2 - UML Class diagram iterator pattern	JW	1	1	yes	Done by Luka & Sam

1		Assignment 2 - 2.3 - UML Sequence diagram observer patterns	Leon & Liam	1	1	yes	
1		Assignment 2 - 2.3 - UML Sequence diagram factory patterns	Sam & Luka	1	2	yes	The factory patter was not in the available choices (only the factory method was), so we chose to write about a strategy pattern
1		Assignment 2 - 2.3 - UML Sequence diagram iterator pattern	JW	1	1	yes	Done by Luka & Sam
2	As A Programmer, I Want to see information about the game events logged to the console and/or files, so I can debug the program easily.	Assignment 2 - 1 - Add logging in excisting code	All	3	2	yes	
2		Assignment 2 - 1.2 UML Logger	Luka	1	2	yes	Done by Luka & Sam
3	As A Player, I want the game to end when there are no remaining bubbles, so I can win the game.	Game over controller - Add a win condition.	Liam	2	2	no	

3	As A Player, I want the game to end when the bubbles reach the bottom row, so I can lose the game.	Game over controller - Add a close condition.	Liam	2	1	yes	Done by Liam & Liam
3		Kijken naar mogelijke network issues	Sam & Luka	1	1	yes	
3		Assignment 2 - 3 - Onbekend tot na het doen van 2.	All	5	5	yes	Done by Leon, Jan-Willem, Luka & Sam
4		AbstractBubble verbetering: Closest moet closest in direction worden.	Leon	3	3	yes	Done by Leon & Liam, the improvement was done elsewhere but they solve the same problem
4		Remove all unnessesairy deconstructors	Sam	1	1	yes	
4		Write tests for classes in cannon package	Luka	1	1	no	Not enough time
4		Write test for classes for room package**	Luka	1	1	no	Not enough time
4		Write tests for bubbles package	JW & Liam	2	2	yes	

Main Problems Encountered

Problem 1

Description: Halfway through the sprint we discovered we had to implement our own logger. At first we assumed we were allowed to use the logger that was given in the standard git repository.

Reaction: We took some extra time to implement our own logger. We kept the logger the same, so we could keep all the calls in the code.

Problem 2

Description: We had implemented a factory pattern and a singleton pattern, but we later learned that those patterns were not allowed, only the factory method pattern was allowed. We also had a similar problem with the singleton pattern, which was in the logger and thus not allowed in the exercise.

Reaction: We added a strategy pattern in our code which we could explain for the exercise.

Problem 3

Description: At the start of the sprint we quickly implemented the observer pattern and made the UML and sequence diagrams. However later in the sprint this code was refactored and became heavily intertwined with other patterns and code for the GUI. making most of our work obsolete.

Reaction: We delivered the sequence-diagram from before the refactoring and the class diagram of after the refactoring.

Adjustments for the next Sprint Plan

For the next sprint plan we want to improve our communication about what is expected from us in the assignment, to avoid having to do the assignment multiple times, or having to redo the assignment again because it doesn't correspond to our implementation any longer.

Most of the estimations were correct, but some explanatory assignments were estimated to be more difficult than they were. However, these weren't too far off, and when the required effort is uncertain it is best to overestimate instead of underestimate.