

Reflection on sprint #4

Game: Bubble Beam

Group: Group-12

Priority	User story	Task	Assigned to	EE*	AE*	Done by	Comment
1		Responsibility driven design documentation with UML	Luka, Sam	4	3	Luka, Sam, Liam	DONE
1		Improve the SlaveController (Tradition Breaker)	Jan-Willem	4	3	Jan-Willem	DONE
1		Explain Data Class MovingBubble	Luka, Sam	3	2	Luka, Sam	DONE
1		Improve a third design flaw (remove most static attributes)	Jan-Willem	4	3	Jan-Willem	DONE
2	As a player, I want to choose the game mode to play	Add buttons to switch game modes	Leon	3	2	Leon	DONE
2	The highest scores should be saved locally and displayed after a game	Highscores	Leon	2	4	Leon	DONE
2		Multiplayer game mechanics	Liam, Leon	4	4	Jan-Willem, Liam	DONE
3	In classic game mode, the player plays the classic bubble shoot	classic game mode	Luka	1	1	Luka	DONE
3	In powerup game mode, the player receives power up bubbles every once and a while	Power-up bubble game mode	Luka	1	1	Luka	DONE
3	The bubbles should have an animation when they pop	Add a pop animation	Sam	3	3	Sam	DONE
4	In the drunk game mode, the player should only get drunk bubbles.	Drunk game mode	Luka	2	2	Luka	DONE
4	In timed game mode, the player should pop all bubbles in a certain time	Timed game mode	Liam	3	∞	None	NOT DONE
5		Write tests for power-up bubbles	All	2	3	All	DONE

Other things that were also done in this sprint

Priority	User story	Task	Assigned to	EE*	AE*	Done by	Comment
		Decorator Bubble bugfix			4	Jan-Willem	DONE
		Event-binding on the BubbleMesh			5	Jan-Willem, Liam	DONE

EE*: Estimated Effort, classified on a scale from 1 to 5 (increasing in effort)

AE*: Actual Effort, classified on a scale from 1 to 5 (increasing in effort)

Main problems encountered

Problem #1

Leon was ill from Tuesday until Thursday so we didn't know how much of his part he had completed.

Problem #2

Devhub was down this Saturday. Our solution was to make a GitHub-repo.

Adjustments for next Sprint Plan

None