

# Reflection on Sprint #3

Game: Bubble beam

| Task  | Assigned to      | EE* | Gelukt         | Comment               |
|---|------------------|-----|----------------|-----------------------|
| Requirements document power up bubbles  | All              | 2   | All            | Gelukt                |
| Analysis & design for power up bubbles  | All              | 2   | Sam, Luka      | Gelukt                |
| Refactor moving bubble to decorator. For the powerup bubbles, the moving bubble has to be reworked to allow any type of bubble being shot. A decorator should be used to allow nesting of decorators. | Jan-Willem, Leon | 4   | Jan-Willem, Le | Gelukt                |
| Make a factoryclass that decides in the case of a special bubble what decorations said bubble will have. Some impractical combinations should be excluded.  | Leon             | 4   | Leon           | Gelukt                |
| Implementation collide/snap/pop hooks for powerup bubbles. For powerup bubbles, bubbles should be provided with hooks, so that bubble decorators can hook onto them.                                  | Jan-Willem, Leon | 4   | Jan-Willem     | Gelukt                |
| Implementation of Joker Bubble  | Jan-Willem       | 2   | Jan-Willem     | Gelukt                |
| Implemenation Bomb Bubble   | Leon             | 2   | Leon           | Gelukt                |
| Exercise 2.1 (a) Natural language description MVC   | Liam             | 3   | Liam           | Gelukt                |
| Exercise 2.2 (a) Class diagram MVC  | Liam             | 2   | Liam           | Gelukt                |
| Exercise 2.3 (a) Sequence diagram MVC   | Liam             | 3   | Liam           | Gelukt                |
| Exercise 2.1 (b) Natural language description decorator implementation required for shooting power up bubbles   | Sam & Luka       | 3   | Sam, Luka      | Gelukt                |
| Exercise 2.2 (b) Class diagram Decorator  | Sam & Luka       | 2   | Sam            | Gelukt                |
| Exercise 2.3 (b) Sequence diagram Decorator   | Sam & Luka       | 3   | Luka           | Gelukt                |
| Exercise 3: natural language description: strategy  | Sam & Luka       | 2   | Sam, Luka      | Gelukt                |
| Exercise 3: Class diagram : strategy pop behaviou   | Sam & Luka       | 2   | Luka           | Gelukt                |
| Exercise 3: Sequence diagram: strategy pop beha   | Sam & Luka       | 3   | Sam            | Gelukt                |
| Bugfix: row insertion bug   | Jan-Willem       | 2   | Jan-Willem     | Gelukt                |
| Write tests for bubble implementations  | Jan-Willem       | 4   | Jan-Willem     | Gelukt                |
| Implementation InverseBombBubble  | Leon             | 2   |                | Is komen te vervallen |
| Implementation StoneBubble  | Liam             | 2   | Liam           | Gelukt                |
| Implementation DrunkBubble  | Luka             | 2   | Luka           | Gelukt                |
| Implementation SoundBubble  | Sam              | 2   | Sam            | Gelukt                |
| Write tests for cannon package  | Jan-Willem       | 2   | Jan-Willem     | Gelukt                |
| Write tests for bubblemesh  | Jan-Willem       | 4   | Jan-Willem     | Gelukt                |
| Write tests for game controller   | Liam             | 4   |                | Moet nog gedaan wor   |
| Update requirements for logging   | Jan-Willem       | 2   | Jan-Willem     | Gelukt                |
| Small enhancement: smaller and more bubbles   | Jan-Willem       | 1   | Jan-Willem     | Gelukt                |
| Small enhancement: pop sound effect   | Jan-Willem, Leon | 1   | Jan-Willem, Le | Gelukt                |

Group: 12

## Main Problems Encountered

### Problem 1

Description: At some point the multiplayer failed to work with the new power up bubbles. This costed some additional time to fix.

### Problem 2:

We underestimated the amount for work for the Responsibility Driven Design document.

## Adjustments for the next Sprint Plan

Reserve more time for the documentation