

Reflection on Sprint #3

Game: Bubble beam

Task	Assigned to	EE*	Gelukt	Comment
Requirements document power up bubbles	All	2	All	DONE
Analysis & design for power up bubbles	All	2	Sam, Luka	DONE
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, Leon	DONE
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	DONE
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	DONE
Implementation of Joker Bubble	Jan-Willem	2	Jan-Willem	DONE
Implemenation Bomb Bubble	Leon	2	Leon	DONE
Exercise 2.1 (a) Natural language description MV	Liam	3	Liam	DONE
Exercise 2.2 (a) Class diagram MVC	Liam	2	Liam	DONE
Exercise 2.3 (a) Sequence diagram MVC	Liam	3	Liam	DONE
Exercise 2.1 (b) Natural language description decorator implementation required for shooting power up bubbles	Sam & Luka	3	Sam, Luka	DONE
Exercise 2.2 (b) Class diagram Decorator	Sam & Luka	2	Sam	DONE
Exercise 2.3 (b) Sequence diagram Decorator	Sam & Luka	3	Luka	DONE
Exercise 3: natural language description: strateg	Sam & Luka	2	Sam, Luka	DONE
Exercise 3: Class diagram : strategy pop behavio	Sam & Luka	2	Luka	DONE
Exercise 3: Sequence diagram: strategy pop beh	Sam & Luka	3	Sam	DONE
Bugfix: row insertion bug	Jan-Willem	2	Jan-Willem	DONE
Write tests for bubble implementations	Jan-Willem	4	Jan-Willem	DONE
Implementation InverseBombBubble	Leon	2		NOT NEEDED
Implementation StoneBubble	Liam	2	Liam	DONE
Implementation DrunkBubble	Luka	2	Luka	DONE
Implementation SoundBubble	Sam	2	Sam	DONE
Write tests for cannon package	Jan-Willem	2	Jan-Willem	DONE
Write tests for bubblemesh	Jan-Willem	4	Jan-Willem	DONE
Write tests for game controller	Liam	4		HAS TO BE DONE
Update requirements for logging	Jan-Willem	2	Jan-Willem	DONE
Small enhancement: smaller and more bubbles	Jan-Willem	1	Jan-Willem	DONE
Small enhancement: pop sound effect	Jan-Willem, Leon	1	Jan-Willem, Leon	DONE

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