Reflection on Sprint #3

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| --- | --- | --- | --- | --- |
| **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, Leon | 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 pop behaviour | Sam & Luka | 2 | Sam, Luka | Gelukt |
| Exercise 3: Class diagram : strategy pop behaviour | Sam & Luka | 2 | Luka | Gelukt |
| Exercise 3: Sequence diagram: strategy pop behaviour | 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 worden |
| 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, Leon | Gelukt |

Game: Bubble beam

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