

Reflection Sprint Plan #2

Game: Space Invaders

Group: 23

User Story	task	Task assigned to	Estimated effort per task	Actual effort per task	Done	Notes
Ex. 1: Score system	Requirements document	Alma	Low effort	30 minutes	Yes	
	UML	Jeroen & Harvey	Low effort	1 hour	Yes	
	Implementation	Jeroen & Harvey	Relative effort	5 hours	Yes	
Ex 2: Menu	Requirements document	Alma	Low effort	30 minutes	Yes	
	UML	Marie	Low effort	30 minutes	Yes	
	Implementation	Alma & Marie	Relative effort	Marie: 6 hours Alma: 2 hours	Yes	
Convert to real Maven project		Jeroen & Harvey	Relative effort	3 hours	Yes	

Main Problems Encountered

Problem 1: Focus of the code

Description: It was hard to continue working on the menu when the other person's code was more focused on making it work than writing good code without errors. It was possible to get around the errors but to make it work properly they caused a lot of trouble.

Reaction: Write code focussed not only on the working of it, but also in a clear way and without errors.

Problem 2: Distributing the workload of one feature over different people

Description: It was sometimes hard to distribute the workload evenly over different team members. Because we didn't communicate about that before hand and everyone has another time they work on the project, so no one knows when the other team members are working on it.

Reaction: Add the day/time to the sprint plan that every team member has planned in to do their tasks. This way everyone knows when the other team members are working on the project.

Adjustments for the next Sprint Plan

- Add the day/time everyone is working on the project
- Add estimation in hour format
- Add a priority to the sprint tasks
- Add a member which is responsible for the task