Reflection #5

Game: Space Invaders

Group: 23

User Story	Task	Task assigned to	Estimated effort per task	Actual effort per task	Priority(A - E) (A is highest)	Done	Notes
Ex. 1: Screen between levels As a player I want a screen between the levels, so I know that I finished a level and the level is about to starts.	Requirements document	Alma	30 minutes	15 minutes	A	Yes	
	CRC cards	Alma	30 minutes	10 minutes	A	Yes	
	UML	Alma	30 minutes	-	A	Yes	Same as State pattern class diagram
	Implementation	Alma	2 hours	-	A	No	
Ex. 1: Only one screen As a player I want only one screen instead of multiple screens, so the screen doesn't change position every time.	Requirements document	Jeroen	30 minutes	-	B	No	Not completely done, because other tasks were finished too late to completely implement this feature. Also other tasks had a higher priority.
	CRC cards	Jeroen	30 minutes	-	B	No	
	UML	Jeroen	30 minutes	-	B	No	
	Implementation	Jeroen	3 hours	2 hours	B	No	

Ex. 2: State pattern As a developer I want to have different states in the game, so it is clear in which state it is.	**Description**	**Marie**	**20 minutes**	**15 minutes**	**A**	**Yes**	
	Class diagram	Marie	30 minutes	30 minutes	A	Yes	
	Sequence diagram	Marie	45 minutes	-	A	No	
	Implementation	Marie	3 hours	5 hours	A	Yes	
Ex. 2: Iterator pattern As a developer I want general way to iterate through vectors, so I don't need to know the specifics of a vector to iterate through it.	Description	Harvey	20 minutes	30 minutes	A	Yes	
	Class diagram	Harvey	30 minutes	20 minutes	A	Yes	
	Sequence diagram	Harvey	45 minutes	30 minutes	A	Yes	
	Implementation	Harvey	4 hours	4 hours	A	Yes	
Ex. 3: Reflection essay As a TA I want a reflection essay of the group, so I can read how they reflect on their process.	Write essay	Alma	2 hours	2 hours	A	Yes	

| Merge Cleanup branch with master branch

As a developer/TA I want only one branch which is the main branch, so it's clear which branch the main branch is.	Merge the two branches	Jeroen & Marie	5 hours	2 hours & 3 hours	A	Yes	
	Fix tests	Jeroen	2 hours	3 hours	B	Yes	
Dat file bug

As a player I want the high scores menu not to crash when there are less than 10 entries in the high scores file, to be able to view the high scores. | High scores crash when there are less than 10 entries in the high scores. | Marie | 30 minutes | 30 minutes | B | Yes | |
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| Last Alien shot and shoots bug

As a player I want the game not to crash when I shoot the last alien at the same time it wants to shoot, so I can play the next level. | When the last alien shoots at the same time it is shot, index out of bound error. | Jeroen | 30 minutes | 15 minutes | B | Yes | |

Main Problems Encountered

Problem 1: New feature not implemented

Description: Because one of our team members did not implement the new feature we lost a lot of points giving us a bad grade for this iteration.

Reaction: When someone is unable to finish a task in time it should be mentioned earlier so others have the chance to help or take over.

Problem 2: Merging all the code

Description: Because most of the code was not done until Friday afternoon there was no time left to successfully merge everything.

Reaction: New code must be done before Friday afternoon, so we are able to merge everything before the deadline.