Reflection #4

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: Level As a player I want to be able to complete multiple levels to have some more variation.	Requirements document	Jeroen	30 minutes	20 minutes	A	Yes	
	CRC cards	Jeroen	30 minutes	30 minutes	A	Yes	
	UML	Jeroen	45 minutes	45 minutes	A	Yes	
	Implementation	Jeroen	5 hours	5.5 hours	A	Yes	
Ex. 1: Boss Alien As a player I want to be able to have a boss Alien.	Requirements document	Alma	15 minutes	10 minutes	A	Yes	
	CRC cards	Alma	15 minutes	15 minutes	A	Yes	
	UML	Alma	45 minutes	20 minutes	A	Yes	
	Implementation	Harvey	3 hours	4 hours	A	Yes	
Ex. 2: God class As a developer I don't want a God class, so code maintenance becomes easier.	Origin	Marie	30 minutes	15 minutes	A	Yes	
	Implementation/Explanation	Marie	4 hours	7 hours	A	Yes	Implemented but not merged with the master branch yet

Ex. 2: Schizophrenic class As a developer I don't want a Schizophrenic class so code understanding becomes easier.	Origin	Marie	30 minutes	15 minutes	A	Yes	
	Implementation/Explanation	Marie	2 hours	5 hours	A	Yes	Implemented but not merged with the master branch yet
Ex. 2: Potential design flaw As a developer I want to learn more about potential flaws and how to identify them. So that I can avoid them in the future.	Potential location	Alma	10 minutes	10 minutes	A	Yes	
	Avoidance	Alma	1 hour	45 minutes	A	Yes	
Fix Alien factory As a developer I want to use the factory design pattern to improve code quality	Fix Alien factory pattern	Harvey	1 hour	30 minutes	B	Yes	

Tests As a developer I want to implement JUnit tests so that I can find out about bugs and or errors.	Improve tests	Harvey	2 hours	90 minutes	C	Yes	
Fix collision detection As a player I want the collision to be right, so I really hit the Aliens I think I hit.	Fix collision detection	Jeroen	1 hour	50 minutes	C	Yes	

Main Problems Encountered

Problem 1: Combining the exercises

Description: Because our main design flaw was a huge god class, the whole project had to be reorganised in order to solve this. This took a long time and therefore it was done while we were working on the new features in other branches. That caused the project to look completely different in both branches and there was no time left to properly merge them.

Reaction: This was inevitable because both exercises altered the project a lot in separate branches.

Problem 2: Combining two related features

Description: We chose 2 new features to implement that had to be combined in the end. Because one of them was finished very late, the combining had to be done very last-minute.

Reaction: New features need to be finished earlier, so features can be combined well before the deadline and not last minute.

Adjustments for the next Sprint Plan

We always need to add problems to the reflection, even small things, so the TA knows we're improving.