

Reflection #3

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: Feature 1: Multiple types of Aliens As a player I want to shoot multiple aliens, so that the game becomes more challenging.	Requirements document	Marie	30 minutes	20 minutes	A	Yes	
	CRC cards	Marie	30 minutes	45 minutes	A	Yes	
	UML	Jeroen	45 minutes	-	A	Yes	Same as UML of factory Aliens.
	Implementation	Harvey, Jeroen & Marie	3.5 hours	4 hours	A	Yes	
Ex. 1: Feature 2: Multiple levels As a player I want to be able to complete multiple levels to have some more variation.	Requirements document	Alma	45 minutes	15 minutes	D	Yes	
	CRC cards	Alma	45 minutes	10 minutes	D	Yes	
	UML	Jeroen	45 minutes	-	D	No	
	Implementation	Jeroen	5 hours	30 minutes	D	No	Looked at it a bit, but not enough time to implement.
Ex. 2: Singleton Logfile As a developer I only want to be able to create one logfile, so every log is in the same file.	Description	Jeroen	10 minutes	30 minutes	A	Yes	
	Class diagram	Jeroen	30 minutes	20 minutes	A	Yes	
	Sequence diagram	Jeroen	30 minutes	30 minutes	A	Yes	
	Implementation in Logfile class	Jeroen	30 minutes	20 minutes	A	Yes	

Ex. 2: Singleton Spaceship As a developer I only want to be able to create one spaceship to make sure the game contains only one spaceship	Description	Marie	10 minutes	-	C	No	This is not done because there was no time left and the priority was not very high.
	Class diagram	Marie	30 minutes	-	C	No	
	Sequence diagram	Marie	30 minutes	-	C	No	
	Implementation in Ship class	Marie	30 minutes	-	C	No	
Ex. 2: Factory Aliens As a developer I want to use the factory design pattern to improve code quality	Description	Harvey	15 minutes	45 minutes	A	Yes	
	Class diagram	Harvey	30 minutes	1 hour	A	Yes	
	Sequence diagram	Harvey	1 hour	1 hour	A	Yes	
	Implementation	Harvey	1 hour	1.5 hours	A	Yes	
Ex. 3: Paper	Question 1	Alma	30 minutes	20 minutes	A	Yes	
	Question 2	Alma	30 minutes	20 minutes	A	Yes	
	Question 3	Alma	30 minutes	30 minutes	A	Yes	
	Question 4	Alma	30 minutes	30 minutes	A	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	2.5 hours	30 minutes	C	No	Only the tests for the aliens were implemented.

Shorten methods As a developer I want methods to be no longer than 40 lines, so it is more clear.	Shorten methods longer than 40 lines	Everyone	1.5 hours per person	1.5 hours	B	Yes	
Improvement menu	Show menu when player wins	Marie	1 hour	1 hour	A	Yes	
	Show menu when return button is pressed when game ended	Marie	1 hour	1 hour	A	Yes	

Adjustments for the next Sprint Plan

None, because the TA liked the way we did our previous Sprint Plan and Reflection and we just needed to continue that way.