Reflection on Sprint 3

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
As a developer I want better code quality, so I can understand the code better and have less technical debt.	Checkstyle errors	Joshua	10	12	no	!@#$ checkstyle
	PMD errors	Joshua	3	0	no	Estimated was supposed to be 1
	FindBugs errors	Joshua	1	0	no	Estimated was supposed to be 3
	Testing BubbleSlowndown	Bastijn	0.5	1.5	yes	
	Testing PlayerSpeedup	Bastijn	0.5	0.5	yes	
	Testing ProjectileSpeedup	Bastijn	0.5	0.5	yes	
	Testing ProjectileSpikeDelayUp	Bastijn	0.5	0.5	yes	
	Testing PlayerModifier	Bastijn	0.5	0.5	yes	
	Testing EnumPowerTypes	Bastijn	2	1	no	
	Testing Powerup	Bastijn	1	1	yes	
	Testing Coin	Bastijn	0.5	1	yes	
	Testing Life	Bastijn	0.5	0.5	yes	
	Testing PickupGenerator	Bastijn	1	0.5	yes	
	Testing GameObjects	Marco	3	2	yes	
	Testing Line	Marco	0.5	1	yes	
	Testing Player	Marco	0.5	1	yes	
	Testing Projectile	Marco	0.5	1	yes	
	Testing CircleViewObject	Marco	1	1	yes	
	Testing ImageViewObject	Marco	1	1	yes	
	Testing LineViewObject	Marco	1	1	yes	
	Testing GameController	Bastijn	3	0	no	
	Testing KeyBoard	Marco	1	1	yes	
	Testing MainMenuController	Bastijn	1	0	no	
	Testing GameLoop	Marco	3	1	yes	
	Testing Levels	Bastijn	1	0	no	
	Testing IntersectionPoint	Marco	0.5	0.5	yes	
	Testing Vector	Marco	0.5	0.5	yes	
	Testing Launcher	Bastijn	1			
	GUI intergration test (clicking buttons)	Faris	3	10	yes	

User story not applicable.	Factory method pattern (creating lines, circles and images)	Faris	4	4	yes
User Story 2 description	Strategy pattern (updateable objects)	Faris	3	3	yes
User story not applicable. (Software Economics)	Answer questions	Lisette	10	9	yes