Reflection on Sprint 5

Game: Bubble Trouble   Group:10

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
As a player, I want to have nice sound effects and music while playing the game	Collect original sounds and music for the game	Joshua	3 hours	4 hours	yes	
	Implement observer pattern to attach listeners to game	Faris	1 hour	2 hours	yes	
	Implement a sound thread to play the sounds	Faris	5 hours	4 hours	yes	
As a player, I want to be able to be ranked in the highscores	Save/load all highscores as XML	Lisette	1 hour	3 hours	no	couldn't figure out how
	Display highscores in GUI	Lisette	1 hour	1.5 hours	yes	
	Make User class where score is kept	Marco	5 hours	4 hours	yes	
User story not applicable, assignment 3: design patterns	Design pattern I (probably observer)	Faris	3 hours	1.5 hours	yes	
	Design pattern II (probably factory method or abstract factory)	Faris	3 hours	0.5 hours	yes	
	Finalise Level generation and implement Factory Method or Abstract Factory for Level generation	Joshua	4 hours	1 hour	yes	
As a developer, I want to reflect on my practical progress in this project so I can learn from it	Write reflection report (1000 words)	Bastijn, Lisette	8 hours	7 hours	yes	Bastijn did all of the writing, Lisette assisted

Main problems encountered

Problem 1
Description:
We did not finish highscores because Lisette could not implement it
Solution:
Start earlier, teammates could have been more helpful in the beginning

Problem 2
Description:
Lisette still didn't install Dropbox
Solution:
Tell her to install Dropbox