

# Reflection on Sprint 2

User Story #	Task #	Task Assigned To	Estimated Effort per Task	Actual Effort per Task	Done (yes / no)	Notes
Assignment 2 - Powerups User Story 1	Responsibility driven design & UML	Joshua	3h	3h	Yes	However forget to push UML to the repository
	Make abstract Pickup class	Faris	3h	3h	Yes	
User Story 1	Make abstract Powerup	Faris	4h	4h	Yes	However forget to push UML to the repository
Assignment 2 - Doors	Responsibility driven design & UML	Joshua	3h	3h	Yes	
User Story 2	Make a Door class	Lisette	6h	5h	Yes	Got help from Faris and Bastijn
User Story 2	Implement new levels with	Lisette	1h	1h	Yes	Got help from Faris and Bastijn
Testing	GameObjects	Bastijn and Marco	12h (6h for each person)	12h	No	Almost done, will finish next sprint
User Story 3	viewObjects	Bastijn	2h	2h30	No	Almost done, will finish next sprint
User Story 3	logger	Marco	1h	2h	Yes	Used powermock
	GameLoop	Joshua	2h	0h	No	Forgot about it
20%						
	slick2d	Joshua	3h	3h	Yes	
	Anderen helpen	Faris	3h	3h	Yes	
	achtergronden	Lisette	3h	2h	Yes	
	levels maken	Bastijn	3h	0h	No	Not necessary
	plaatjes voor bubbles	Marco	3h	0h	No	Forgot about it

## Main Problems Encountered

Problem 1

Description: some people forgot about their tasks

Reaction: other team members will help them remember

Problem 2

Description: some pull request were sent very late, so there was little time to review the code

Reaction: do not start working on tasks too late

## Adjustments for the next Sprint Plan

We will finish all of our task sooner so there is time for reviewing code