

Space Invaders : Sprint Reflection 3

Group 22

TI2206 Software Engineering Methods

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October 13, 2015

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Sprint 3 reflection

User Story	Task	Assigned to	Estimated effort	Actual effort	Done
Exercise 1 User Story 1	1 - Create wave requirements	All	1 hour	1 hour	Yes
	1 - Determine classes to be changed	Bryan/Dorian	30 minutes	20 minutes	Yes
	1 - Select changes to be implemented	Bryan/Dorian	30 minutes	20 minutes	Yes
	1 - Identify class responsibilities	Bryan/Dorian	15 minutes	45 minutes	Yes
	1 - Determine hierarchy, UML	Bryan	1 hour	2 hours	Yes
	1 - Write tests	Dorian	3 hour	2 hours	Yes
	1 - Implement code changes	Dorian	2 hours	4 hours	Yes
	1 - Implement code changes	Bryan	4 hours	4 hours	Yes
Exercise 2	2 - Determine patterns to be implemented	All	30 minutes	15 minutes	Yes
	2 - Determine code changes	Jochem	1 hour	1 hour	Yes
	2 - Create class diagram	Jochem	1 hour	1 hour	Yes
	2 - Create sequence diagram	Jochem	2 hours	3 hours	Yes
	2 - Implement code changes	Jochem	4 hours	3 hours	Yes
Exercise 3	3 - Read paper and answer questions	Ege	5 hours	4 hours	Yes
Bugs/Issues	Fix bugs and issues from previous sprints	Ege	3 hours	2 hours	Yes

User Story	Task	Note
Exercise 1	1 - Identify class responsibilities	Together with Dorian during lab hours.
Exercise 2	2 - Determine code changes	In a first attempt the design for the abstract factory was wrong, resulting in a waste of time during the implementation.
Exercise 3	Fix bugs and issues from previous sprints	Finding new bugs took a large amount of time. Also multiple team members invested time in solving issues.

Main Problems Encountered

Problem 1

Description: A wrong design leads to a waste of time.

Reaction: Multiple people should be responsible for the design of features and changes so errors can be detected in an early stage.

Adjustments for the next Sprint Plan

- Determine code changes should be assigned to multiple people.