Space Invaders : Sprint Reflection 4

Group 22
TI2206 Software Engineering Methods

Ege de Bruin
Bryan van Wijk
Dorian de Koning
Jochem Lugtenburg

October 20, 2015

Supervisor: Dr. A. Bacchelli
TA: Danny Plenge

Delft University of Technology
Faculty of EEMCS

Sprint 4 reflection

User Story	Task	Assigned to	Estimated effort	Actual effort	Done
Exercise 1 User Story 1 User Story 2	1 - Create local co-op multiplayer requirements	All/**Dorian**	30 minutes	20 minutes	True
	1 - Determine classes to be changed	**Bryan**	1 hour	1 hour	True
	1 - Select changes to be implemented	**Bryan**	1 hour	30 minutes	True
	1 - Identify class responsibilities	**Bryan**	30 minutes	30 minutes	True
	1 - Determine hierarchy, UML	**Dorian**	1 hour	1.5 hours	True
	1 - Write tests	**Bryan**	2 hours	2.5 hours	True
	1 - Implement code changes	**Ege**/ Dorian/Bryan	3 hours each	Ege 3/Dorian 5/Bryan 3 hours	True
Exercise 2	2 - Use inCode to compute metrics	**Jochem**	10 minutes	10 minutes	True
	2 - Explain design choices or errors leading to design flaws	**Jochem**	2 hours	2 hours	True
	2 - Fix design flaws	**Jochem**	4 hours	2.5 hours	True
Time left	Fix issues and bugs from the GitHub bug tracker	All	Unknown	Jochem 3/ Ege 2/Dorian 1 hours	True

* Bold indicates the person responsible for the finished Task.

Main Problems Encountered

Problem 1

Description: Checkstyle should be used correctly
Reaction: We should be more aware of Checkstyle in the early stages of the development process, instead of using Checkstyle on a last-minute basis.

Problem 2

Description: Fixes to development should not be pushed to development
Reaction: If a fix involves multiple commits, they should be implemented on a branch and merged using a pull-request.

Adjustments for the next Sprint Plan

- Improve use of checkstyle.

- Fixes involving multiple commits should be implemented on.