Space Invaders : Sprint Reflection 2

Group 22
TI2206 Software Engineering Methods

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Sprint 1 reflection

User Story	Task	Assigned to	Estimated effort	Actual effort	Done
Exercise 1	1 - Create code improvement requirements	All	30 minutes	30 minutes	Yes
User Story 1	1 - Determine classes to be changed	Ege/Dorian	30 minutes	20 minutes	Yes
	1 - Select changes to be implemented	Ege/Dorian	30 minutes	45 minutes	Yes
	1 - Identify class responsibilities	Ege/Dorian	30 minutes	15 minutes	Yes
	1 - Determine hierarchy, UML	Ege	1 hour	2 hours	Yes
	1 - Edit tests and perform code changes	Ege/Dorian	3 hours	5 hours	Yes
Exercise 2	2 - Create powerup requirements	All	30 minutes	30 minutes	Yes
User Story 2	2 - Determine classes to be changed	Bryan/Jochem	30 minutes	30 minutes	Yes
User Story 3	2 - Select changes to be implemented	Bryan/Jochem	15 minutes	10 minutes	Yes
	2 - Identify class responsibilities	Bryan/Jochem	30 minutes	15 minutes	Yes
	2 - Determine hierarchy, UML	Jochem	30 minutes	1 hour	Yes
	2 - Create jUnit tests	Bryan	1 hour	1 hour	Yes
	2 - Implementation	Bryan/Jochem	3 hours	4 hours	Yes

Main Problems Encountered

Problem 1

Description: Because of the large amount of changes that were made, merging took relatively long. Because of this, we could not ensure that the quality of the overall product was increased as much as we wanted.

Reaction: It would be better to aim for less changes and more quality in future iterations of the Scrum process.

Problem 2

Description: Changes to the user interface were made by Ege, who did not know the structure of the User Interface files. Because of this, it became a complex operation to refactor the UI.

Reaction: It would be better to make changes to the user interface together with someone who knows exactly how the User Interface was built or extend the UML so that it includes the UI.

Adjustments for the next Sprint Plan

- Smaller changes, so that the quality of individual changes increases.

- Assign more time to each task, so it is easier to determine the actual effort.