

# Reflection on Iteration # 5

(for the week of June 16)

Context Project: Games

Group: 5

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User Story #	Task					
	Id	Assigned to	Estimated effort (weight)	Actual effort (hours)	Done	Notes
As a user, I want the game to have well working basic features.	49	Pim, Ramin	2	Total: 6 (Pim: 5, Ramin: 1)	Yes	-
	50	Kevin	1.5	Total: 4 (Kevin: 2, Pim: 2)	Yes	Pim helped Kevin to finish this task.
The process must follow the guidelines.	51	Ramin	1	Total: 2	Yes	-
	52	Pim	1	Total: 2	Yes	-
	53	Mourad	1	Total: 2	Yes	-
	54	Robert	1	Total: 3	Yes	-
	55	Kevin	1	Total: 2	Yes	-
	56	Robert	1	Total: 1.5	Yes	-
	57	Kevin	0.5	Total: 2	Yes	-
	58	Kevin, Mourad	2	Total: 8 (Kevin: 5, Mourad: 1, Ramin: 2)	Yes	Ramin spent 2 hours creating an image for this document.

User Story #	Task					
	Id	Assigned to	Estimated effort (weight)	Actual effort (hours)	Done	Notes
The product must be robust and well tested.	59	Ramin	1.5	Total: 6 (Kevin: 3, Ramin: 3)	Yes	Kevin helped with this task, as it turned out to be more work than expected.
	60	Mourad	1	Total: 1	Yes	Thanks to the help of ReSharper, this task went much easier than expected.
	61	Mourad, Ramin	2	Total: 6 (Kevin: 3, Ramin: 3)	Yes	Kevin took over this task from Mourad, because this task was combined with Task #59.
	62	Mourad	2.5	Total: 6	Yes	-
	63	Kevin, Pim	2	Total: 4	Yes	Pim was able to do this task on his own. Kevin helped Ramin with Task #61 in the meanwhile.
As a player, I want the gameplay and objectives to be clear.	64	Ramin	2	Total: 5 (Pim: 1, Ramin: 4)	Yes	-
	65	Robert	1.5	Total: 7 (Robert: 6, Pim: 1)	Yes	After Robert implemented the basics, Pim made some improvements.
	66	Mourad	2	Total: 2	Yes	-

## *Main Problems Encountered*

This final sprint went very smoothly. Only one real problem occurred throughout the week.

### **Problem 1**

Description: Unity Master Server

Reaction: Half-way through the sprint we ran into a problem that was out of our grasp. The Unity Master Server went down. This is the server that all of our clients and our own game server had to communicate with. At first we hoped that the Master Server would come back up by itself as time passed. However, after more than two days we decided to fix this problem ourselves by implementing the possibility to directly connect to our own game server without having to communicate with the Master Server.

## *Final reflection*

We are very content with the results of this sprint. In contrast to last week, everything went much smoother in terms of planning and execution of tasks. We were able to finish all tasks in time and again we were able to pick up some extra tasks. These tasks did not come unplanned, as we figured that all kinds of small final tasks would come up over the course of the final week, which is exactly what happened. Our estimated efforts were also more accurate again, for which we used our ratio of 1 weight : 3 hours once again.

A table with finished extra tasks is shown below:

<b>Task:</b> Create GUI preview in HTML/CSS <b>Assigned to:</b> Ramin <b>Hours:</b> Total: 1
<b>Task:</b> Fixed master server problem <b>Assigned to:</b> Pim <b>Hours:</b> Total: 1
<b>Task:</b> Countdown feature <b>Assigned to:</b> Kevin, Pim <b>Hours:</b> Total: 4 (Kevin: 2, Pim: 2)
<b>Task:</b> Interaction design improvements (clarity for players) <b>Assigned to:</b> Mourad <b>Hours:</b> Total: 3

Another reason why we were happy about the course of this sprint is the fact that we managed to follow through with our promises of last week, which was to make a better, more fair planning and to make sure all the required effort was put into the project during this week.

Because this is the last sprint, we also wanted to make sure that we processed all feedback we received throughout the project. We critically inspected both our code and our reports and feel that everything was processed in a way that led to an overall improvement of our product.