

Reflection on: Iteration #2						
Group: 666						
Software Engineering Methods						
User Story:	Task:	Responsible person:	Estimated effort per person(h)	Actual Effort	Done	Notes
Audio As a user I want to hear audio So that the game feels more realistic.	Java application -Make sure audio works properly for all sound effects. -Merge working audio branch back into master.	Esmee	4	4	No	Still need to implement background track.
Game states As a user I want to have different game states So that the game doesn't run when I don't want it to.	Java application -Make game able to switch between states. -Create start and end screen.	Lukas, Kibo	2	2.5	Yes	
Hyperspace self destruct As a user I want to have a random chance of dying in hyperspace So that there is a risk to using it.	Java application -Add functionality that kills the player randomly in hyperspace.	Esmee	1	1	Yes	
Waves As a user I want to have different waves in arcade mode So that I can see how far I've come.	Java application -Add the ability to transition between levels.	Kibo	3	2.5	Yes	
Tests As a user I want the game to be properly tested So that the game doesn't encounter unexpected problems.	Java application -Make mockito work properly. -Write tests for current classes.	Kibo, Dario, Douwe, Lukas, Esm	10	6	No	For a later week, time was needed for exercises. Difficulties were encountered with testing related to mockito.
Survival mode As a user want the game to have a survival mode So that I can challenge myself in different ways (than arcade mode)	Java application -Add a survival mode state	Lukas	2	2	No	
Coveralls As a developer I want to know how much code in my pull request is covered So that I can better plan ahead my tests.	Java application -Add functionality to coveralls	Douwe	2	1.5	Yes	Tests are not ready, cannot verify if coveralls is working until they are.
Logger As a developer I want there to be a logger. So that I can better monitor what is happening in the application.	Java application -Add logger functionality	Kibo	3	5	Yes	
Highscore As a user I want the game to store my highscore So that I can see how well I did.	Java application -Add highscore saving functionality	Douwe	3	4.5	No	Needs to be added to the GUI.
People	Estimated effort (hours)					
Dario	10					
Douwe	14					
Esmee	15					
Kibo	15					
Lukas	14					
<b>Problems encountered during the sprint:</b>						
We should have taken the exercises in account when planning the sprint.						
Getting mockito to work was difficult; still not complete, as mocking the Game class still does not work as intended.						