Reflection on Iteration # 3

Context Project: Search and Rescue
Group: 1

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
Logger	1	Shirley	3	8	Yes	A lot more work then I though it would be; mostly because when performing this task I found other ‚small' things that needed to be fixed as well.
	2	Sander	5	5	Yes	
	3	Shirley&Sander	8	8	Yes	We did found a bug, which is unsolved, but was not part of this task
Coding	4	Sille	13	21	Ongoing	Half way there; underestimated translator
	5	Daniel	13	21	Ongoing	Was way to much; but did get some progress
	6	Martin	8	13	Ongoing	Got a much better workflow going with the teams.
	7	Martin	5	3	Yes	
Documentation	8	Daniel	8	-	No	
Testing	11	Tom	13	8	Yes	Wasn't much work in the end, spend most of my time this week on Javadoc and Checkstyle fixes in bw4t-client instead.

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
	12	Jan	13	-	No	No time, caused by crossover work between group 2 and 3.
	13	Jan	5	5	~	Can't figure out how to unit-test drawing
	14	Martin	13	4	No	Only managed to do a little bit, rest of effort went to other new tasks.

Main Problems Encountered

Problem 1
Description: We're drawing the shapes of the map directly to the JPanel. I don't know how to actually verify it, without actually verifying the Java API.

Reaction: Only verify function calls, not actual drawing?

Problem 2
Description: Unit-Testing of Client. Complicated usage of PowerMocks, hard/impossible to perform.

Reaction: Tried to do some updating of the Javassist dependency to at least get some PowerMocking working. Very slow progress due to other tasks getting in the way.

Problem 3
Description: Sprint felt short

Reaction: Because of the , hemelvaartweekend' we did not come together on thursday and friday. Some of us where unavailable this weekend (because of Holliday) and therefore did not manage to do as much as normal on these days.