

# Sprint Plan #4

Search and Rescue Mission  
Team 2

User Story		Task				
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
As a team, I want to have studied the current Map Editor.	1	The Team	1	1	Yes	Before we would start implementing the new Environment Store we had to study the current one and see how this one was implemented. Although we did not particularly like how the code was structured we did not have any problems understanding it.
As a user, I want to use a GUI to create my maps.	1	Wendy	2	2	Yes	Finished, didn't encounter any problems.
	2	Joost + Ruben	4	8	No	Ran into some issues. The creation of custom maps instead of a standardized method was difficult to do with the implementation of the map.
	3	Wendy	3	2	Yes	Finished without any problems. Took even less time + effort than planned.
As a user, I want to be able to save my map files as XML files.	1	Ruben	3	1	Yes	The XML creator did not need any changes thus it took less time than planned.
As a user, I want to be able to randomize my map.	1	Arun	3	2	No	I first started with this and came to a conclusion that this would not be hard and delayed working on this to work on other stuff. I worked on creating a map and fixing some old test. In the end this turned out harder than expected and I could not finish it.

	2	Arun	2		No	I almost finished this but just didn't make the sprint deadline.
	3	Tim	5	9	Yes	This took far longer than imagined simply because the algorithms I came up with didn't guarantee a map that could be completed, and I eventually used an algorithm that created a standard map model and randomized that model.

As a user, I want to be able to preview the map I created.	1	Valentine + Joost	5	2	Yes	It was easier to implement than we had thought. The real work is actually in the createMap method.
As a user, I want to have new features added to my map: features that do not yet exist in BW4T.	1	Valentine	2	2	Yes	This was relatively simple to implement. I made a room without any access and made sure no interaction was possible.
	2	Valentine	2	1	Yes	This was very simple to implement. I just had to extend zone to a charging zone and give it another color.
As a developer, I want the BotStore to finally be implemented according to the MVC pattern.	1	Wendy	2	5	Yes	This took way more time + effort than planned. Not because the MVC structure was that hard, but because a lot of stuff in the BotStore turned out to be unfinished or full of mistakes. And everytime I fixed something, another problem showed up. But now finally everything seems right.
As a developer, I want the DefaultEntityFactory to be tested.	1	Valentine	1		No	It all went fine until I was using mocks on final classes and static methods, which is only possible using Java 6. Following Steffan's advice, I will not use mocking, otherwise a puppy will die. Will be finished in no time after this sprint review.

# *Main Problems Encountered*

## **Problem 1**

Description:

One problem we walking into was that a lot of parts of different stories were either not written down well or were not looked into before writing the stories, leaving us with missing parts of the stories assigned to people or completely wrong estimations on the amount of work for these stories.

Reaction:

For the upcoming sprint plan we will spent more time looking into the stories to look at the different aspects of the story to see which parts can be done by different people. This way we can make sure there is not one person with a story too large for him and that every part of the stories will be assigned to someone.

*Besides that there were no real problems this sprint and we noticed that the teamwork is improving and people are getting more excited about the project.*

## *Adjustments for the next Sprint Plan*

We will spend more time thinking about the stories and looking at all the different parts of the story to make better estimations.