

## Sprint reflection #5

**Game:** Bejeweled

**Group:** 37

User story	Task	Task assigned to	Estimated effort	Priority	Actual effort	Done	Notes
<b>As a user I want to be able to press a hint button, which reveals a move I can do.</b>	Create a hint button.	Kiran	0.1	D	0.1	Yes	
	Create requirements for the hint implementation.	Irene	1	D	0.5	Yes	
	Implement the logic behind the hint (create a method which returns two tiles that can be swapped).	Irene	3	D	0.5	Yes	
	Create a visual on the board for representing the hint.	Mayke	2	D	0.5	Yes	
	Implement the cooperation between the logic and the visuals on the screen.	Irene	5	D	0.5	Yes	
<b>As a user I want to be able to change the layout of the game: the background colour, the label</b>	Make requirements for this.	Irene	0.5	A	0.5	Yes	While trying to implement this we found out that we did not really find the decorator pattern suitable for this novel
	Make a button to go to the layout options screen.	Mayke	0.5	A	0.5	Yes	
	Create the screen for changing the layout.	Mayke	1	A	1	Yes	

<b>colours and the button colours.</b>	Apply the decorator pattern to implement the layout options.	Mayke	6	A	3	No	feature, and therefore we did not know how to implement this with this feature. Therefore we decided to do another novel feature, namely the time mode.
<b>As a user I want to be able to play the game in a time mode.</b>	Create requirements for this.	Irene	0.5	A	0.5	Yes	The hours spent on this can be seen to the left.
	Make a button to go to the time mode, and create the time mode screen.	Mayke	2	A	2	Yes	
	Apply the strategy pattern to the Panel of the time mode.	Irene	4	A	4	Yes	
<b>Exercise 2 – design patterns</b>	Explain how and why the singleton pattern is implemented in our code.	Kiran	1	A	1	Yes	
	Make a class diagram of how the singleton pattern is structured statically in our code.	Irene	2	A	1.5	Yes	
	Make a sequence diagram of how the singleton pattern works dynamically in our code.	Irene	2	A	1.5	Yes	

	Explain how and why the decorator pattern is implemented in our code.	Tabe	1	A	2	Yes	
	Make a class diagram of how the decorator pattern is structured statically in our code.	Kiran	2	A	2	Yes	
	Make a sequence diagram of how the decorator pattern works dynamically in our code.	Kiran	2	A	2	Yes	
<b>Exercise 3 – reflection</b>	Write a reflection of approximately 1000 words about what we have learned from the lab.	Tabe (+everyone)	6	B	5	Yes	

## Main problems encountered

### Problem 1:

Description: Thursday morning Mayke and Irene found out that Tabe had not used the development branch, and had pushed his changes on the master. He had been working with the last version that was pushed onto the master, while Mayke and Irene had already done a lot of work on the development branch. This was done even though during the group meeting it was made clear that we were going to use the development branch for the process during the sprint. This was also told several times on WhatsApp.

Reaction: Mayke and Irene had to fix the problem, since they seemed to be the only ones that understood why there was a problem, and how the branching worked. Mayke and Irene had not planned to spend any more time on the SEM project, and so we were not very happy about this. In the end we were able to fix this, but this made us lose points on branching.

**Problem 2:**

Description: Samuel has been having some health issues, and therefore he was not able to do his task this week. However, we only heard this on the Friday when the assignment had to be handed in.

Reaction: Tabe and Kiran still had to finish their own task, and therefore did not have time to take over the task completely. Mayke and Irene actually did not have time to do this task, since they already had planned other things. In the end the description was made by Kiran and the diagrams by Irene, but again we were not happy about this.