

Sprint reflection #3

Game: Bejeweled

Group: 37

User story	Task	Task assigned to	Estimated effort	Priority	Actual effort	Done	Notes
As a user I want to be able to make special gems and detonate them in the right manner.	Find and fix the bugs concerning the special gems.	Samuel	3	A	7	No	We did not manage to finish this inside the deadline, due to not being able to find the bug. During the weekend, however, we finally found the responsible bug, and so the issue is now resolved.
As a user I want to be able to save multiple games, and when I start the game I want to be able to select one game from	Make a new screen that contains a new game and load game button.	Mayke	4	B	4.5	Yes	

all the saved games.	Make sure that when you start the game and select load game, you can select the saved game you want to open.	Mayke	4	B	4.5	Yes	
Exercise 2: Design patterns	Apply the factory design pattern to the different Tile classes.	Irene	3	A	3	Yes	
	Apply the factory design pattern to the Combination class.	Irene	3	A	3	Yes	
	Apply observer pattern on the score update.	Irene	3	A	3	Yes	
	Make the class diagrams of the patterns used.	Irene	2	B	1	Yes	
	Make sequence diagrams of the patterns used.	Irene	2	B	1	Yes	
Exercise 3: Software Engineering Economics	Explain good and bad practices.	Kiran	2	C	1	Yes	
	Explanation Visual Basics.	Tabe	2	C	1	Yes	
	Enumerate three other factors.	Kiran	2	C	1	Yes	
	Describe bad practices.	Tabe	2	C	1	Yes	

Main problems encountered

Problem 1:

Description: Finding the bug concerning the special gems was very hard to find, which caused that we were not able to finish this before the sprint deadline.

Reaction: We worked on this during the weekend, and fortunately we managed to find the bug.

Adjustments for the next sprint

We have to divide the tasks better, since some of us have done more work than others. Also, we have to work on our group spirit, since this is not going very well.

We have all agreed on the fact that we will be present at 9.00 each Tuesday from now on.