Sprint reflection #2

Game: Bejeweled
Group: 37

User story	Task	Task assigned to	Estimated effort	Actual effort (in hours)	Done	Notes
As a user I want to be able to get a special gem when a make a special combination.	Create the images for the special gems.	Kiran	1	2	Yes	
	Make sure that a flame gem appears (on the place of one of the tiles where the combination was made) when a valid combination of four jewels in a line is made.	Samuel	3	4	Yes	
	Make sure that a hypercube gem appears (on the place of one of the tiles where the combination was made) when a valid combination of five jewels in a line is made.	Samuel	3	4	Yes	There might still be bugs concerning these tasks, but we could not find the source of these bugs.
	Make sure that a star gem appears (on the place of one of the tiles where the combination was made) when a valid combination of a T or L shape is made.	Mayke	3	4	Yes	
As a user I want to be able to make a combination with a special gem and	When a valid combination with a flame gem is made, the gem itself together with all directly surrounding jewels (including the diagonal ones) should be destroyed. The player earns 20 points per jewel destroyed.	Mayke	3	4	Yes	
	When a (valid) combination with a hypercube gem is made, it will	Irene	3	4	Yes	

cause the correct reaction for the specific special gem.	destroy all the jewels of the colour of the gem with which the hypercube was matched. The player earns 50 points per destroyed jewel.				
	When a valid combination with a star gem is made, all jewels in the horizontal and vertical line of the star gem are destroyed. The player earns 50 points for every jewel destroyed.	Irene	3	4	Yes
As a user I want to be able to save and close the game and restart it at a later moment.	Implement that if the game is exited, the current game is written to a file.	Tabe (+ Kiran)	6	8	Yes
	When the game is started the game that was played previously should be started, in the same state where it was left off.	Kiran (+Tabe)	5	5	Yes

Main problems encountered

Problem 1:
Description: Travis-CI gave an error when we tried to do tested with JFrames.
Reaction: We commented the tests because we could not find a solution. We sent Bastiaan an e-mail.

Problem 2:
Description: Tabe had some problems with his computer, he could not commit, push or pull anything.
Reaction: After re-cloning the repository twice, the problem was resolved. But this cost us a lot of time.

Problem 3:
Description: We had a lot of bugs in the special gem code, which were very hard to find.
Reaction: We spent almost the whole Friday looking for these bugs. We found some, but unfortunately not all of them.

Problem 4:
Description: For the part of the assignment where we were allowed to choose what we wanted to do next with our game, we chose to implement special gems. Looking back this might have been a bit overenthusiastic, because it turned out to be a lot of work (more than we expected). This also resulted into a shortage of time, and unresolved bugs.
Reaction: We put a lot of time in the special gems implementation, but as described above, it was too much work for the little time we had.

Adjustments for the next sprint

We have to be more realistic about how much work we can do in only a few days. We definitely have to take this into account when choosing the free part of the next assignment. Up until now the majority of the group has not written any tests yet. In test driven design it is of course favourable if everyone writes their own tests, testing their own code. In the coming weeks we also have to start applying this.