

Sprint reflection #4

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 play the game with multiple players.	Make requirements for this	Kiran	1	A	2	Yes	
	Do research on what libraries can be used.	Kiran (+Tabe)	4	A	7	Yes	
	Do research on how this could be realized within our code.	Samuel	4	A	8	Yes	
	Make UML diagrams	Tabe (+Kiran)	4	B	3	Yes	
Exercise 2 – Software metrics	Create analysis file	Kiran	0.1	A	0.1	Yes	
	Explain design choices or errors leading to detected design flaw 1	Irene	2	A	2	Yes	
	Fix or explain design flaw 1	Mayke	4	A	5	Yes	
	Explain design choices or errors leading to detected design flaw 2	Irene	2	A	2	Yes	

	Fix or explain design flaw 2	Irene	4	A	4	Yes	
	Explain design choices or errors leading to detected design flaw 3	Irene	2	A	2	Yes	
	Fix or explain design flaw 3	Mayke	4	A	4	Yes	

Main problems encountered

Problem 1:

Description: There were some difficulties concerning the research on how to implement sockets, because we had not seen this before.

Reaction: Using fellow students as resources, as well as the internet.

Adjustments for the next sprint

In the beginning of this sprint there were some problems in the group, which we talked about. After this the sprint actually went very well, and we should continue to work in this particular way.