Sprint reflection Plan 1

Context : Multimedia services
Group : Multimedia services 1

Other tasked submitted this sprint:
We made the product vision document. Tim and Jan-Willem made the document and Eva added the part about the Music Matching algorithm. In total there has been put around 15 hours on it.
We also made a beginning on the requirements document, Eva lead this and in total we spent about 4 hours on this.

User Story	Task	Task assigned to	Estimated Effort per Task (Hours)	Actual Effort per Task (Hours)	Done	Notes
As a User, I want to be able to log into MoodCat.me	1. 2. 3. 4.	Gijs Gijs Jan-Willem Jaap	4 6 4 6	4 6 2 8	Yes Yes Yes Yes	
As a User, I want to be able to play music on MoodCat.me	1. 2. 3.	Eva Gijs Jaap	2 13 8	1 12 6	Yes Yes Yes	1. Jan-Willem took over this issue. 2. 3. Gijs took over this issue.
As a Developer, I want to be able to run Algorithms on a server-side platform	1. 2. 3.	Eva Tim Eva	3 3 10	3 4	Yes Yes No	1. Was a team effort with Eva as lead. 2. Originally we chose for Jersey, but then we decided to use RESTeasy. The interface java.ws.rs is the same, but the implementation is different and easier to configure. We also decided to use Jackson, Hibernate and Guice, which we also had to install. 3. Has been delayed till sprint 2 due to running out of time.
As a Developer, I want to be able to store and use the data provided by Soundcloud.	1. 2.	Eva Jan-Willem	3 6	10 2	Yes Yes	1. Ended up being a lot bigger than expected as features didn't match one-on-one. 2. Eva took over this issue.
As a Developer, I want to have a well defined interface for any data mining algorithms we will use	1. 2.	Tim Tim	8 6	8	Yes No	1. Dependency on the core pom.xml was taking a lot of the issue time. Had to come with new solutions. 2. Has been delayed till sprint 2.
As a Developer, I want to decide how we can match users and their moods to rooms and songs.	1. 2. 3.	Everyone Eva Jan-Willem	15 5 10	15	Yes No No	1. Had a 2-hour meeting on friday with everyone and then Eva continued with most of the work. 2. Delayed to sprint 2. 3. Delayed to unknown sprint. Appeared to be not necessary to finish this early.