Reflection on Sprint plan 4

Game: Temple Run
Group: 5

User story	Task	Member responsible for the task	Task assigned to	Estimated effort for task (in hours)	Actual effort per task (in hours)	Done (yes/no)	Notes
As a player I want to varying gameplay.	Make the collision boxes fit the visualization of the object	Levi	Levi	1 hour	0 hour	no	See "problems"
	Create new levels for the game	Marcel	Levi	2 hours	0,5 hour	no	See "problems"
As a software engineer I want to have an intuitive User Interface built by scene2D	Create UI for Main Menu screen	Matthijs	Matthijs	1.5 hours	1.5 hours	Yes	
	Create UI for Game Over Screen	Matthijs	Matthijs	1.5 hours	1.5 hours	Yes	
	Create UI for Main Game Screen	Hao Ming	Hao Ming	3 hours	3 hours	Yes	
	Explain how Scene2D is used to make the UI	Hao Ming	Matthijs & Hao Ming	1 hour (0.5 hour each)	1 hour	Yes	
As a software engineer I want to detect the design flaws with the use of software metrics	Use inCode to compute the software metrics on the project	Marcel	Marcel & Nils	1 hour (0.5 hour each)	1 hour	Yes	

	Explain three design flaws and resolve it or explain it's necessity.	Nils	Marcel & Nils	6 hours (3 hours each)	6 hours	Yes	Partially done by Levi, see below for more information
As a software tester I want the tests of the project to pass	Increase the test coverage by writing more test cases	Levi	Levi	2 hours	4 hours	Yes	Done by Nils in exchange for a part of a description of a design flaw

Main Problems
Encountered Problem 1
Description: Did not make the collision boxes fit in the visualisation of the object
Reaction: I wanted to do this together with more procedural levels

Encountered Problem 2
Description: Not more procedural levels added
Reaction: Procedural level implementation took too long to be approved in master, this functionality is directly depended on that