

# Reflection on Sprint Plan 3

**Game: Temple Run**

**Group: 5**

User story	Task	Task assigned to	Estimated effort for task (in hours)	Actual effort per task (in hours)	Done (Yes/No)	Notes
As a user, I want to see how good my score is.	Define requirements for the high score system	Marcel & Nils	1 hours	1 hour	Yes	
	Write report on RDD and UML with regard to the feature	Marcel & Nils	3 hours	3 hours	Yes	
	Read scores from file	Marcel & Nils	0.5 hours	1 hour	Yes	
	Write scores to file	Marcel & Nils	0.5 hours	1 hour	Yes	
	Notify the user when he has the high score	Marcel & Nils	1 hours	1 hour	Yes	
	Create a screen in which the high scores can be viewed	Marcel & Nils	4 hours	6 hours	Yes	
	Be able to access the High Score screen from the main menu (activate already existing button)	Marcel & Nils	1 hours	1 hour	Yes	

As a programmer, I want to use design patterns.	Describe a why and how two patterns are implemented in the code.	Matthijs & Levi	1 hour/each	Levi: 0,25 hour	Yes	
	Make a class diagram of two patterns.	Matthijs & Levi	1 hour/each	Levi: 1 hour	Yes	
	Make a sequence diagram of two patterns.	Matthijs & Levi	1 hour/each	Levi: 1 hour	Yes	
As a gamedesigner, I want to easily create procedural levels.problem	Refactor Controller package so that class responsibilities are correctly distributed.	Levi	2,5 hour	4 hour	Yes	
	Create a few procedural levels that serve as templates for leveledesigners.	Levi & Hao Ming	1,5 hour	0,5 hour	Yes	
	Test the new implementation	Levi	1 hour	1 hour	Yes	
As a software engineer I want to understand what makes a good or bad practice in a software project.	Explain how good and bad practices are recognized	Hao Ming	0.25 hour	0.25 hour	Yes	
	Explain why the good practice visual basic is not interesting.	Hao Ming	0.25 hour	0.25 hour	Yes	
	Ennumerate three other factors that could be a good or bad practice.	Hao Ming	0.25 hour	0.25 hour	Yes	
	Describe three bad practices in detail and why they are bad.	Hao Ming	0.25 hour	0.25 hour	Yes	

## **Main Problems**

Encountered Problem 1

Description: Procedural level implementation not yet on master

Reaction: Due to a problem with the tests on the CL (all tests passed on desktop but failed on CL due to timeout error) the procedural level code is not yet on the master. I am a little dissapointed that I did not receive more points for 2.2. Although it is not yet on the master, it is fully implemented and a merge request for it is active

## **Adjustments for the next Sprint Plan**

Responsible members will be split better..