Reflection on Sprint 2

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
TA Assignment: As a team of software developers, we want to evaluate our code to look for possible improvements.	Create a document containing the reflection on the source code and possible improvements.	All	4 hours	4 hours	Yes	
	Implement the improvements.	All	4 hours	4 hours	Yes	
	Integrate Box2D to provide reliable physics	Matthijs	4 hours	4 hours	Yes	
As a software developer we want our game to look good and visually communicate speed and action.	Create chicken running animation sheet	Levi	2 hour	1,5 hour	No	
	Create chicken jumping texture	Levi	0,5 hour	0 hour	No	
	Scrolling background texture	Hao Ming	1 hour	0 hour	No	
	Create environment textures	Hao Ming	3 hours	4 hours	Yes	

As a software developer I want to improve the game	Implement the WorldObject without a texture	Levi	1,25 hour	0,5 hours	No	
	Implement a state system for running and jumping of the player	Nils	2 hours	2 hours	Yes	Might be needed to be done more efficient, works though
	Implement a state system for an animated object	Nils	1.5 hour	1.5 hour	Yes	""
	Implement scoring system	Marcel	3 hours	3 hours	Yes	
	Implement fullscreen and resolution option	Levi	1 hour	0,5 hour	No	

Main Problems

Encountered Problem 1

Description: Problems with pixelmanipulation program

Reaction: Reinstalled pc with new hardware and did not get the pixelmanipulation program, put my efforts in revising the code.

Encountered Problem 2

Description: Implement WorldObject without Textures not finished

Reaction: Had to wait for physics refactoring.

Encountered Problem 2

Description:Implement fullscreen and resolution option not implemented

Reaction: Current game was hardcoded with the default amount of pixels, refactoring in levelcreation has to be made to be able to change this resolution. This ticket is significantly more work than anticipated and has to wait for refactoring of levelcreation.

Adjustments for the next Sprint Plan
Write better user stories.