

Reflection on Sprint 1

Game: Temple Run

Group: 5

User story	Task	Task assigned to	Estimated effort for task	Actual effort per task(in hours)	Done (Yes/No)	Notes
As a software developer I want to use responsibility driven design for my project.	Use RDD to derive classes, responsibilities and collaborations.	Nils en Marcel	Medium effort	1.5 hours	Yes	
	Describe the main classes in terms of responsibilities and collaborations.	Nils en Marcel	Medium effort	1.5 hours	Yes	
	Consider the importance of different classes and reflect these results to our code.	Nils en Marcel	Medium effort	1 hour	Yes	
	Draw a sequence diagram to describe how main elements of the game interand	Nils en Marcel	Medium effort	1.5 hour	Yes	
	Draw the class diagram of the main elements.	Nils en Marcel	Medium effort	1.5 hour	Yes	
As a software developer I	Explain difference betweenaggregation and composition and usage in the	Hao Ming	Low effort	0.5 hour	Yes	

want to use Unified Modeling Language for my project	project					
	Explain when and why to use parameterized classes	Hao Ming	Low effort	0.5 hour	Yes	
	Draw class diagrams for all the hierarchies in the source code	Hao Ming	Medium effort	1 hour	Yes	
As a software developer I want to improve game	Implement a director class in order to create interesting levels	Hao Ming	Medium effort	2 hours	Yes	
	Revise the jumping control implementation	Levi	Medium effort	1.5 hour	Yes	
	Implement a gravitational function for vertical player movement	Levi	Medium effort	2 hour	Yes	
	Implement the WorldObject without a texture	Levi	Low effort	-	No	
	Implement that the player loses the game, when the player collides with an obstacle	Levi	Medium effort	-	No	
	Implement a state system for running and jumping of the player	Nils	Medium effort	-	No	sick
	Implement a state system for an animated object	Nils	Medium effort	-	No	sick
As a software developer I	Implement multiple log levels	Matthijs	Medium effort	1 hour	Yes	

want to use a logging system for the project	Implement a configurable logging threshold	Matthijs	Medium effort	0.5 hours	Yes	
	Implement that the logger logs to a file or system out	Matthijs	Medium effort	0.5 hours	Yes	
	Implement that the logger must accept a tag for each logging call	Matthijs	Medium effort	0.5 hours	Yes	
	Implement that the logger outputs log level, timestamp, tag and message	Matthijs	Medium effort	0.5 hours	Yes	

Main Problems

Encountered Problem 1

Description: Levi did not implement: Implement the WorldObject without a texture, Implement that the player loses the game, when the player collides with an obstacle

Reaction: Jumping ticket took more time than anticipated due to the need of a bounce for colliding with the ground, otherwise the chicken with a big enough jump would fall through. Wil do these tickets for the upcoming sprint.

Adjustments for the next Sprint Plan

Tasks will be more evenly divided, because of the feedback on the TA about our task assignment.