

# Reflection on Sprint plan 5

**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 software engineer I want to use different design patterns.	Implement the strategy pattern	Matthijs	Matthijs	5 hours	4,5 hours	Yes	
	Implement the factory pattern	Marcel	Marcel	3 hours	3 hours	Yes	
	Make class and sequence diagrams of the patterns	Matthijs	Matthijs & Marcel	2 hours (1 hour each)	Matthijs: 1 hour Marcel: 1 hour	Yes	
As a player I want to have a different kind of obstacle to pass.	Implement an obstacle that shoots a projectile at the player.	Nils	Nils	6 hours	6 hours	Yes	
As a student of the Software Engineering Methods course I want to write a reflection about the things learned.	Write a reflection about the project.	All	Marcel	2,5 hours	2,5 hours	Yes	
As a software engineer I want to separate GameSlice World	Container for objects separate from Gameslices	Hao Ming	Hao Ming	3 hours	0.5 hour	No	

objects and objects independent of the Gameslice							
As a player I want more diverse gameplay	Make more procedural levels	Hao Ming	Levi	3 hours	3 hours	Yes	
As a player I want the game to become more diverse as the game progresses	Director connected with score	Levi	Levi	3 hours	3 hours	Yes	
As a player I want to have visual feedback on the state of the player	Make animation of player	Levi	Hao Ming	3 hours	3 hours	Yes	

## Main Problems

### Encountered Problem 1

Description: Did not make the container for objects separate from the GameSlices.

Reaction: Didn't do the task because of other deadlines.