Reflection on Iteration #4

Context Project: Bubble Trouble

Group Number: 4

User Story	Task #	Task	Task Leader	Assignee	Relative Estimated Effort	Actual Effort	Done	Notes
1. Moving Wall	1	Extend Wall Object with moving wall	Casper	Casper	1.00	1.00	Yes	
	2	Create levels with moving walls	Casper	Casper	0.50	0.50	Yes	
	3	Add collision events	Casper	Casper	0.50	0.50	Yes	
2. Weapon/Pickup Refactor	1	Separate Weapon and Pickup object	Casper	Casper	2.00	2.00	Yes	
3. State Cleanup	1	StartScreenState remove Logic (Controller)	Wouter	Wouter	2.00	2.00	No	Was not finished in time due to a bug.
	2	Move Dashboard logic to Helper + Render	Damian	Damian	2.00	2.00	Yes	
	3	GameEndedState render	Damian	Damian	2.00	2.00	Yes	
	4	Delegate GameState logic + Render Split	Casper	Casper	2.00	2.00	Yes	
	5	HighScoreState render	Bram	Bram	2.00	2.00	Yes	
	6	KeyBindState	Wouter	Wouter	2.00	2.00	Yes	Done by Bram.
	7	Split Render LoggerSetScreen	Bram	Bram	2.00	2.00	Yes	
	8	Split Render OptionsState	Bram	Bram	2.00	2.00	Yes	
	9	Split Render PauseScreen	Damian	Damian	2.00	2.00	Yes	
	10	ShopState Split Render + Controller	Damian	Damian	2.00	2.00	Yes	
	11	Create States Package	Damian	Damian	0.25	0.00	No	Not finished because not all branches were merged.
4. Design flaw: Game God	1	CollisionHandling to a different object.	Justin	Justin	1.00	1.00	Yes	
	2	CollisionMapping with JPacman instanceof	Justin	Justin	3.00	3.00	Yes	
5. Design flaw: Schizophrenic	1	Split into Settings and KeybindHelper	Wouter	Wouter	1.00	1.00	Yes	
6. Design flaw: not found	1	Write Explanation	Wouter	Wouter	1.50	1.50	Yes	
7. Testing Backlog	1	Test bubblefactory	Justin	Justin	0.50	0.50	Yes	
	2	Test jsonparser	Wouter	Wouter	0.50	0.50	Yes	
	3	Test Level	Wouter	Wouter	1.00	1.00	Yes	
	4	Test Player	Justin	Justin	1.00	1.00	Yes	
	5	Test Renders for all objects	Justin	Justin	1.00	1.00	Yes	Done by Bram.
Total					**34.75**	**34.50**		

Main Problems Encountered

Problem 1	Description	Travis glitched on a pull request merge, causing endless failing builds.
	Reaction	We mailed our TA asking for help and tried to solve the problem ourselves. This cost us nearly a full afternoon, resulting in missed deadlines.

Adjustments for the next iteration

Keep improving on previous adjustments	This sprint there were few problems. The only problem was with Travis, which is not something we can adjust. We therefore decided that our previous goals can be extended into this sprint.
	This means that we will test early and planning early ahead, finishing our deadline at the latest on Friday 6pm.
	We already are well on track with these improvements, so we will keep going this way.