

| Sprint reflection # 6  |  |                                |                           |                     |               |            |  |  |  |
|--|--|--------------------------------|---------------------------|---------------------|---------------|------------|--|--|--|
| Context Project: Computer Games  |  |                                |                           |                     |               |            |  |  |  |
| Group: 3   |  |                                |                           |                     |               |            |  |  |  |
|  |  |                                |                           |                     |               |            |  |  |  |
| User Story   | Task   | Task Assigned To               | Estimated Effort per Task | Lead Responsibility | Actual Effort | Done (y/n) | Notes  |  |  |
| As a user, When I am playing the game, Then I want to be able to reach my objective of reaching the end of the track. Therefore I want the boat I am on to move towards that objective at a certain speed. | Create an abstract representation of the game track that starts at launch of the game and ends at the finish of the game | Thomas, Mitchell, Martijn, Rob | 3 Hours                   | Thomas              | 4 Hours       | Y          |  |  |  |
|  | Make the game finish when one of the boats reach the finish line   | Thomas, Mitchell               | 2 Hours                   | Mitchell            | 2 Hours       | Y          |  |  |  |
|  | Add graphical indication of the end of the game  | Job, Martijn                   | 4 Hours                   | Job                 | 2 Hours       | Y          |  |  |  |
|  | Make speed change dynamically  | Rob, Thomas, Mitchell          | 3 Hours                   | Rob                 | 2 Hours       | Y          |  |  |  |
|  | Graphical: Progress Bar  | Job, Martijn                   | 2 Hours                   | Martijn             | 3 Hours       | Y          |  |  |  |
|  | Allow users that have connected to the team to be assigned to a team and a character                                     | Rob, Thomas, Mitchell          | 4 Hours                   | Thomas              | 5 Hours       | Y          |  |  |  |
|  | Link a character representation with a graphical representation  | Job, Martijn                   | 3 Hours                   | Martijn             | 4 Hours       | Y          |  |  |  |
|  |  |                                |                           |                     |               |            |  |  |  |
| Refactoring  | Refactor Core  | All                            | 6 Hours                   | Mitchell            | 6 Hours       | Y          |  |  |  |
|  | Refactor Backend   | All                            | 2 Hours                   | Thomas              | 3 Hours       | Y          |  |  |  |
|  | Refactor Desktop   | All                            | 6 Hours                   | Job                 | 8 Hours       | Y          |  |  |  |
| Change screen orientation  | Add dynamic partitioning   | Job, Martijn                   | 6 Hours                   | Job                 | N/A           | N          | Passed over in favor of features for the feature lock. |  |  |
|  | Change orientation   | Job, Martijn                   | 3 Hours                   | Job                 | N/A           | N          | Passed over in favor of features for the feature lock. |  |  |
| Interaction design   | Write a report for Interaction Design  | Martijn                        | 2 Hours                   | Martijn             | 1 Hour        | Y          |  |  |  |
| Outline CHI  | Write a high level outline of the Chi Play paper   | Thomas, Martijn                | 2 Hours                   | Thomas              | 2 Hours       | Y          |  |  |  |
| Test Plan  | Write a plan for testing the game with real users  | Thomas, Job                    | 3 Hours                   | Thomas              | 3 Hours       | Y          |  |  |  |
| Implement a logging system   | Create logging system with Log4J   | Thomas                         | 3 Hours                   | Thomas              | 2 Hours       | Y          |  |  |  |
|  |  |                                |                           |                     |               |            |  |  |  |
|  |  |                                |                           |                     |               |            |  |  |  |
|  |  |                                |                           |                     |               |            |  |  |  |
|  |  |                                |                           |                     |               |            |  |  |  |
| Not planned  | Description  | Done by                        | Estimated Actual Effort   | Notes               |               |            |  |  |  |
| Game Level Parsing   | Allow the game to be able to parse levels.   | Job                            | 3 Hours                   |                     |               |            |  |  |  |
| Remove player from game  | Allow players to be removed from the game.   | Rob, Mitchell                  | 3 Hours                   |                     |               |            |  |  |  |
| Update the WebApp  | New types of events now get handled properly   | Rob                            | 1 hour                    |                     |               |            |  |  |  |
| Add integration between 3 modules  | The desktop should work flawlessly   | Mitchell, Martijn, Thomas      | 3 Hours                   |                     |               |            |  |  |  |
| Add variations for the animals   | So that animals in a team can be identified more easily  | Rob                            | 2 hours                   |                     |               |            |  |  |  |
| Add Obstacles for the boat   | Add obstacles that have to be dodged by moving the e   | Job, Thomas                    | 6 Hours                   |                     |               |            |  |  |  |