

Sprint reflection # 8									
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 receive feedback about the game: Visually as well as through sounds. Therefore I want the game to feature sound effects.	Create sound effects	Rob	5 Hours	Rob	0,5 Hours	y			
	Link sounds to actions	Rob, Martijn	2 Hours	Rob	1,5 Hours	y			
As a user, When I am playing the game, Then I want the visuals I am looking at to be aesthetically pleasing. Therefore I want the game to feature high quality graphics and animations.	Change Screen Orientation	Job, Rob	3 Hours	Job	N / A	n	Delayed until next week.		
	Improve Animal Jumping Animation	Job, Mitchell	3 Hours	Job	N / A	n	Delayed until next week.		
	Allow for resolution scaling	Job, Mitchell	3 Hours	Job	N / A	n	Delayed until next week.		
	Create Better Graphics	Job, Thomas	5 Hours	Thomas	6 hours	y			
As developers we want this game to function properly at all times. Therefore we want this game to be properly unit tested.	Make Integration Tests	All	5 Hours	Thomas	N / A	n	Postponed in favor of making the demo work properly		
	Make Functional Tests	All	5 Hours	Thomas	N / A	n	Postponed in favor of making the demo work properly		
	Make Regression Tests	All	5 Hours	Thomas	N / A	n	Postponed in favor of making the demo work properly		
	Fix checkstyle errors	All	4 Hours	Martijn	2 Hours	Partially	Postponed in favor of making the demo work properly		
	Fix PMD errors	All	2 Hours	Martijn	N / A	n	Postponed in favor of making the demo work properly		
	Fix FindBugs errors	All	1 Hour	Martijn	N / A	n	Postponed in favor of making the demo work properly		
As developer we want the game to be enjoyable and understandable. To ensure this we have to test the game with actual users to verify whether or not these goals are being accomplished.	Functional Testing: Starting and Stopping, Stress Testing, Latency and Networking, Bugs	Thomas, Job, Mitchell	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	4 Hours	Partially	Wasn't executed in proper format, but has shown us insight on user interaction.		
	User Interaction: Character Identification, Balance	Thomas, Job	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	N / A	n	Postponed in favor of making the demo work properly		
As developers we want the game to be playable in any auditorium thus we have to allow the game to facilitate this by ensuring that networking is working properly.	Fix disconnection errors	Mitchell	3 Hours	Mitchell	2 hours	y			
	Allow easy connect/disconnecting	Mitchell	4 Hours	Mitchell	4 Hours	y			
	Catch errors	Mitchell	3 Hours	Mitchell	3 Hours	y			
	Create and Configure DNS Server	Thomas	1 hour	Mitchell	N / A	n			
	Link App with DNS/Wifi Point	Thomas	1 hour	Mitchell	N / A	n			
	Setup backend onto the cloud	Thomas	2 hours	Mitchell	N / A	n			
Not planned	Description	Done by	Estimated Actual Effort	Notes					
Refactored renderer	Make the code more structured	Thomas	4 hours	Still work in progress					
Start again when the game has finished	When the game finished return to the waiting screen	Martijn	4 Hours						
Create more stable connection		Mitchell, Thomas	6 hours						
Boat Movement		Job, Thomas	4 hours						
Animal Voting on phone	When the player moves the phone left/right send an ev	Rob	6 Hours						
Animal Voting	Move the boat left/right when voted	Job, Thomas	4 hours						
Sector Management	Move the sectors from the renderer to the backend	Thomas	2 hours						
Accelerometer updates	Better detection of Accelerometer support and better d	Rob	6 hours						
Vibration support	Your phone now vibrates when you fall off the boat	Rob	1 hour						
Jumping cooldown added	You have to wait for at least 0.75 seconds now between	Job, Rob	1 hour						
Added easier recognition for users where there monkey is	On the boat on your phone you can now see your tea	Rob	3 hours						
More cross-browser compatibility	Fixed the client for some mobile browsers like firefox a	Rob	4 Hours						