

| Sprint reflection # 6 | | | | | | | | | |
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| Context Project: Computer Games | | | | | | | | | |
| Group: 3 | | | | | | | | | |
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| User Story | Task | Task Assigned To | Estimated Effort per Task | Lead Responsibility | Actual Effort | Done (y/n) | Notes | | |
| As a user, When I have fallen off the boat, Then I want to be able to return to the boat after certain criteria such as reaching a checkpoint are met in order for me to participate once more. | Add return to boat animation | Job, Martijn | 3 Hours | Job | 3 Hours | y | | | |
| | Add Event that sends to the server that collision has occurred | Thomas, Mitchell, Job | 1 Hour | Mitchell | 1 Hour | y | | | |
| | Add Event back that sends to the renderer that the animal should fall off | Thomas, Mitchell | 1 Hour | Mitchell | 1 Hour | y | | | |
| | Handle the event in the backend | Thomas, Mitchell | 2 Hours | Mitchell | | y | | | |
| | Make animations state based | Job, Martijn | 3 Hours | Job | 3 Hours | y | | | |
| 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 | 6 Hours | Mitchell | N/A | n | Required heavy refactoring | | |
| | Make the game finish when one of the boats reach the finish line | Thomas, Mitchell | 2 Hours | Mitchell | N/A | n | Required heavy refactoring | | |
| | Add graphical indication of the end of the game | Job, Martijn | 2 Hours | Martijn | N/A | n | Relied on the previous two tasks. | | |
| | Allow users that have connected to the team to be assigned to a team and a character | Rob | 3 Hours | Rob | N/A | n | Required heavy refactoring | | |
| | Add an event that connects a player | Thomas, Mitchell | 3 Hours | Mitchell | 3 Hours | y | | | |
| As a user, When I have yet to connect to the host, Then I want to be able to connect to the host through my personal smartphone and get assigned a representative character on one of the boats based on the team I was assigned to. | Handle the event in the backend | Thomas, Mitchell | 3 Hours | Mitchell | 3 Hours | y | | | |
| | Assign the player to a character representation | Job, Martijn | 3 Hours | Martijn | N/A | n | Architecture was not yet ready for us to complete this task. | | |
| | Add the player character graphically | Job, Martijn | 2 Hours | Martijn | 1 Hour | y | We can detect when a player connects, however we cannot yet add multiple players to the boat yet. | | |
| | Allow users to decide their own team (left or right) | Rob | 3 Hours | Rob | 2 Hours | y | | | |
| | Send an event through the smartphone to the renderer | Thomas, Mitchell | 3 Hours | Mitchell | 3 Hours | y | | | |
| As a user, When I am connected to the game, Then I want to be assigned to a team while maintaining some semblance of balance in terms of number of players per team. | Render the character on its appropriate boat | Job, Martijn | 3 Hours | Job | 2 Hours | y | | | |
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| Not planned | Description | Done by | Estimated Actual Effort | Notes | | | | | |
| Fix all Checkstyle errors | Fix checkstyle errors in all modules | Job, Mitchell, Thomas, Rob | 4 Hours | This had to be done, because the number of errors were piling up | | | | | |
| Fix all PMD errors | Fix PMD errors in all modules | Job, Mitchell, Thomas | 2 Hours | This had to be done, because the number of errors were piling up | | | | | |
| Fix all FindBugs errors | Fix FindBugs errors in all modules | Job, Mitchell, Thomas | 1 Hour | This had to be done, because the number of errors were piling up | | | | | |
| Work on presentation | Create a powerpoint presentation and present this along with the demo. | Martijn, Rob | 4 Hours | This had to be done, because we had a presentation | | | | | |