

	Sprint Reflection Week 1										
Context Project: Computer Games											
Group: 3											
User Story	Task	Task Assigned To	Estimated Effort per Task	Actual Effort	Done (y/n)	Notes					
Choose #1 Concept	Choose amongst the top 3 concepts the best one.	All	20 minutes	20 minutes	y						
Elaborate on #1 Concept	Design Gameplay: Write a document explaining in detail the general concept and feel of the game	Job and Rob	3 Hours	2 Hours	y						
	Design Interface: Produce Images or documents showing basic layout of the game and the controllers	Martijn and Thomas	3 Hours	-	n	This and controls was not done, because it turned out that this was not feasible while still choosing a game					
	Design Controls: Write a document explaining detailed mechanics of the controls	Martijn	1 Hour	-	n						
Design Architecture	Research game engines	Mitchell	4 Hours	1.5 Hours	y	Thomas worked on this as well					
	Choose framework	All	1 Hour	-	n	We needed to talk to the TA to complete this task, as we might want to choose a framework that won't run java					
	Design base Architecture	All	4 Hours	3 Hours	y						
	Implement base architecture	Thomas and Mitchell	4 Hours	5 Hours	n	Because we couldn't choose a framework, we couldn't make start on it. But thomas worked on making maven work.					
Prepare Pitch about concept	Prepare a small presentation that explains the game's concepts	Rob and Mitchell	2 Hours	2 Hours	y						