

Sprint Reflection # 9							
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 developers, we want the project to be properly documented and reported for evaluation.	Create the report of our project	Martijn, Job	5 Hours	Job	5 Hours	y	Thomas worked on this as well
As developers 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	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	5 Hours	y	Mitchell worked on this as well
	User Interaction: Character Identification, Balance	Thomas, Job	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	5 Hours	y	
As developers, we want to measure our game against other games of the same type in the CHI Play competition. In order to do this, we must create a paper and a trailer for our game.	Create the CHI Play Paper	Rob, Mitchell	8 Hours	Rob	3 Hours	y	
	Create the CHI Play Video Script	Rob, Mitchell	4 Hours	Mitchell	1 Hour	y	
As developer, we want the explain our game to outsiders. Therefore we must prepare a presentation detailing the mechanics of our game.	Create the end presentation and demo	Martijn, Job	4 Hours	Martijn	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	5 Hours	Job	8 Hours	y	
	Improve Animal Jumping Animation	Job, Mitchell	3 Hours	Job	3 Hours	y	Thomas worked on this as well
	Allow for resolution scaling	Job, Mitchell	3 Hours	Job	8 Hours	y	
	Create Better Graphics	Job, Thomas	5 Hours	Thomas	4 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	Was not done in favor of making the improving game stability and changing the screen orientation
	Make Functional Tests	All	5 Hours	Thomas	5 Hours	y	
	Make Regression Tests	All	5 Hours	Thomas	-	n	Was not done in favor of making the improving game stability and changing the screen orientation
	Fix checkstyle errors	All	4 Hours	Martijn	1 Hour	partially	Was not done in favor of making the improving game stability and changing the screen orientation
	Fix PMD errors	All	2 Hours	Martijn	-	n	Was not done in favor of making the improving game stability and changing the screen orientation
	Fix FindBugs errors	All	1 Hour	Martijn	-	n	Was not done in favor of making the improving game stability and changing the screen orientation
	Create background music	Rob	6 Hours	Rob	-	n	Was not deemed important enough to allocate time for
	Create sound effects	Rob	4 Hours	Rob	4 Hours	y	
As a user, when I am playing the game, I want to hear background music and sound effects that add to the game experience.	Link music and sounds to game	Job, Rob	3 Hours	Rob	3 Hours	y	
As a user, when I load the game on my phone, I want the game state to match the state that the game is actually in.	Add gamestate system to web app	Mitchell, Rob	5 Hours	Rob	5 Hours	y	
As a user, I want the game to be of proper difficulty, with obstacles that are not too easy and not too hard to overcome	Make the obstacles spawn at the right times and on multiple locations	Job, Martijn, Thomas	2 Hours	Martijn	3 Hours	y	
As a player, I want to be able to differentiate my animal from the other animals, so I know who I am in control of	Display the animal variation on the desktop	Martijn, Job, Rob	3 Hours	Rob	2 Hours	y	
Not planned	Description	Done by	Estimated Actual Effort	Notes			
Refactoring	Refactor collision detection duplicate code	Thomas	4 Hours				
	Refactor management of assets	Thomas	2 Hours				
Scaling	Make the app scale on all sizes of screens	Mltchell	8 Hours				