

## Sprint Review for Week 8

Context Project: Computer Games  
Group: 4  
Based on pair programming.  
deadlines for this week

Orange colored rows are optional. Green rows are

User Story Numbers:	Task: Ordered on highest priority first and lowest priority last	Task Assigned To: [Responsible] ([Partner])	Estimated Effort per Task: Effort prediction in total amount of hours spent by <u>all</u> team members:	Actual Effort: in total hours by <u>all</u> team members:	Done: Yes/No	Notes:
1	Be able to create groups	Martijn (Jurgen)	10	10	yes	
	Be able to join created groups		5	5	yes	
	Views (such as overview, join, edit) for the groups		4	5	partial	No edit possibility yet.
-	Multiplayer event connection	Ben	6	8	partial	
2	Be able to donate fish to group	Jean	2	2	yes	
-	Client/Server Integration	Jurgen (Martijn & Jean)	20	28	yes	
3	Be able to reset a player's collection	Ben	4	2	yes	
	Be able to mute the in game sounds	Nick	4	6	yes	
4	Create a collaborative event	Ben (Nick)	18	19		
-	Create modules/components out of the existing classes (client, game logic, views, etc.)	Ben (Jurgen & Martijn)	3	12	yes	Getting gradle (plugins) and imports to work again took more time than expected.
-	Fix known issues and bugs	Jean (Martijn)	8	0	no	
-	Get the test coverage up to acceptable levels	Everyone	16	17	no	Rushed code for the feature lock made testing that code difficult. Not enough time spend on testing
5	Let the reward screen display the earned collectibles	Jean (Martijn)	4	0		
6	(Create more events)	Jean (Nick)	12	0	no	Decided to do this later and focus on feature lock.
7	(Create a competitive event)	Nick	6	0		
-	Update the wiki with all the links to our deliverables	Jean	1	1	yes	

-	Update EAD (1 day nothing but EAD)	Jurgen	8			
8	Create and introduce more sounds and music.	Nick	4	2	yes	Not in the game yet
9	Research on animations	Jurgen	2	0	no	Animation will not be in the game. Simple movement will be.
10	Create more/better art.	Everyone	6	0	no	No time to look into new art.

Extra Task:	Task description:	Task done by:	Time spend:	Notes:
I	Building a 'standalone' aquarium to display group collections on any PC	Martijn	12	
II	Server refactor	Ben	16	Improve the design of the code and increase reliability of the server.
III	Collectible screen fixed. Contained major faults.	Jean	12	Rushed it last week, had to be fixed.

User Stories	
User Story Number:	User Story:
1	As a player, I want to be able to create and join groups, so that I can cooperate with my friends/colleagues and obtain different collectibles.
2	As a player, I want to be able to donate my collectibles to groups, so that I can contribute to unlocking different collectibles.
3	As a player, I want to be able to reset my collection, for whatever reason.
	As a player, I want to be able to mute the in game sounds a music, so that I can play in silence when I choose to.
4	As a player, I want to be able to play events with my friends/colleagues, to allow for more variety in playing and hopefully strengthening or creating relations.
5	As a player, I want to be able to see the collectibles I have earned, immediately after I have earned them.
6	As a player, I would like to be able to more events, so that I don't always have to play the same events.
7	As a player, I would like to be able to play a competitive event, to allow for a little competition between friends/colleagues
8	As a player, I want more sounds effects and music, to make the game more appealing.
9	As a player, I would like to have animations in the game, to make the game more visually appealing.

10	As a player, I would like the game to have more and better art, to make the game more visually appealing.
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**Sprint Retrospective:**

**Main problems encountered:**

- Because of the feature lock we rushed a lot of our code into the project. This resulted in sloppy code. Our clean class diagram became a spider web of components being connected. This is something we didn't like seeing.

**Major differencing in expected time and actual time:**

- Fixing gradle took a very long time. Cobertura plugin reports didn't want to be merged and in general setting up the project properly again was a big hassle.

**Positive improvements:**

- None this week.

**Improvements for the next sprint:**

- We have to do a lot of work to get ready for the final product. We simply have to work more effectively and have the people that worked on a certain part of the product revisit their parts, where improvements are needed.