	Sprint Review for Week 9					

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	Finish crane multiplayer event	Jean	10	32	Yes	The multiplayer event took way longer than expected, mainly due to unforeseen issues like having to use a combination of both UDP and TCP to get a fluid game.
-	Fix bug that assets don't get reloaded correctly when app is re-opened	Jurgen	2	1	Partly	It used to have a 100% reproduction rate, now we cannot reproduce it reliably, but it still exists.
-	Fix bug that opening screens will crash the game		5		Yes	
-	Playtest session with users	Nick	15	16	Yes	Also includes writing the report
-	Update the emergent architecture document	Martijn	15	15	Yes	
-	Improve code coverage without view package to 75%	Everyone	30	20	Partial	Code coverage is not up to the expected level, we hope to have achieved this by Monday.
-	Refactor code to improve code quality for SIG	Ben	20	20	Yes	
-	Create the final report draft	Jurgen/Martijn	8	6	Yes	
2	Create aquarium to view your group collection	Martijn	3	16	Yes	
-	Update CHI-paper draft	Jurgen	3	2	Yes	
-	Create CHI-video script			1	Yes	
-	Create presentation public demo.	Jurgen/Ben	3	2	Yes	
-	Create better feedback to the user about its moving state.	Jean	2	1	Yes	
3	Make the accelerator compatible with each device rotation	Jean	4	6	Yes	
-	Fix the reward screen	Martijn	2	2	Yes	

-	Create a demo-mode in settings	Nick	2	0	No	We manually adjusted the values to have shorter strolls and interval timers so that a demo mode was not needed.
-	When events spawn, there should be a small delay so you don't instantly complete a part of the event	Nick	5	4	No	Unfortunately we didn't get this to work in time.
-	Screens need to be beautified, and have better visuals.	Jurgen	8	0	No	Multiplayer event took too long.
-	Fishing event should give lesser rewards when not completed	Ben	2	1	Yes	
-	Fix bug that timer gets reset when closing app on a stroll	Ben	3	0	partial	The bug still sometimes happens.
-	Be able to join multiple groups	Jean	8	0	No	Decided to not implement this because this might decrease group morality.
-	Fix bug where server doesn't clean up connection ID's	Nick	3	1	No	Unfortunately we didn't have time to get to this.
-	Fix bug that texts are not wrapping	Martijn	2	2	Yes	

Extra Task:	Task description:	Task done by:	Time spend:	Notes:
I	Fixed screens and to work with both local and remote connection.	Ben	16	Enabled both offline and online play.
II	Added a buffer to the remote connection to enable frequent transfers..	Ben	4	Improve the design of the code and increase reliability of the client.

User Stories	
User Story Number:	**User Story:**
1	As a user, I want to be able to play events with my friends.
2	As a user, I want to be able to view the collection I've built up with my group.
3	As a user, I want to be able to complete the events, no matter how I hold my phone.

Sprint Retrospective:

Main problems encountered:
- Fixing the same bug more than once

Major differencing in expected time and actual time:
- Unusual bug occurrences

Positive improvements:
- Major progress on features visible to the user.