Reflection on Sprint #5

User Story #	Task #	Task assigned To	Priority	Estimated Effort Per Task	Actual Effort per Task(in hours)	Done	Notes
User Story 1 Multiplayer improvement	1) Update requirements	Jesse	A	1	1	Yes	
	2) Update UML	Jesse	B	2	0	No	Because of illness.
	3) Synchronize settings to client	Chiel	B	1	0	Yes	Taico did it instead. (1 hour)
	4) add background	Taico	E	0.5	0.5	Yes	
	5) allow client to be able to swim	Taico	A	3	5	Yes	Was more difficult than expected.
	6) add colours to different clients	Jesse	C	2	0	No	Because of illness.
User Story 2	1) Explain the observer pattern and implementation	Chiel	A	1	1	Yes	
	2) Class diagram of the observer pattern.	Chiel	B	2	1	Yes	
	3) Sequence diagram of the observer pattern.	Chiel	B	2	1	Yes	
	4) Explain the factory pattern and implementation.	Luka	A	1	1	Yes	
	5) Class diagram of the factory pattern.	Luka	B	2	1.5	Yes	

	6) Sequence diagram of factory pattern.	Luka	B	2	1.5	Yes	
User Story 3 High scores	1) Implement high score screen.	Chiel	C	1	1	Yes	
	2) Implement high score name prompt.	Chiel	C	1	1	Yes	
	3) Implement high scores	Chiel	C	1	1	Yes	
	4) Improve UML with high scores.	Chiel	D	1	0	No	No time for it.
	5) Test high scores.	Chiel	D	0.5	1	Yes	
User Story 3 Reflection essay	1) Creating essay skeleton	Robin	A	3	3	Yes	
	2) Writing essay.	Robin	A	5	5	Yes	
	3) Create GFource video	Robin	B	2	1	No	The course Computational Intelligence had a very hefty dead line, we had no time to create a good enough video to include.
User Story 4 Improvement of code base	1) Layout and codestyle	Taico	D	4	4	Yes	
	2) Code improvements	Taico	D	5	5	Yes	
	3) Bug fixes	Taico	D	5	5	Yes	
	4) Refactoring Factories	Luka	D	4	4	Yes	
User Story 5 Other assignments	1) Write sprint reflection.	Robin	B	3	3	Yes	
	2) Write sprint plan.	Jesse	B	4	4	Yes	

Every week, each group member also reviews pull requests of other members. Since we put a lot of time into this we also want to document time spent reviewing a separate table.

Group Member name	Time Spent Reviewing and creating Pull Requests (in hours)
Taico	4
Jesse	2
Luka	6
Chiel	1
Robin	4

Main Problems Encountered

Problem 1

Description: Time constraints. This sprint we had 3 team members who had a very hefty dead line of Computational Intelligence. Furthermore, we had a team member who got sick in the last 2 days.

Reaction: We managed to finish everything. But it took longer than it could have taken if we did not have the crazy workload for other courses.

Adjustments for the next last sprint

The last sprint is for the final version. We have discussed what everyone is going to focus on. The last sprint will mostly be about polishing the game.