Reflection on Sprint #3

Game: Fish.io
Group: 26

User Story #	Task #	Who performed the task	Priority	Estimated Effort Per Task (in hours)	Actual Effort per Task(in hours)	Done	Notes
User Story 1 Achieve-ments	1 more achievements	Jesse	B	2	0	no	
	2 pop-up for achievement-granting	Jesse	C	4	12	yes	
	3 improve achievement screen	Jesse	B	3	6	yes	
	4 improve UML for achievements	Jesse	C	1	0	no	
User Story 2 Sound engine	1 implementing sound engine	Taico	A	3	12	yes	
	2 import background music	Taico	B	0.5	0	yes	
	3 import sound effects	Taico	B	0.5	0.5	yes	
	4 Update UML for sound engine	Taico	A	1	1	yes	
User Story 3 Setting screens	1 implementing setting screen	Chiel	A	1	2	yes	
	2 implementing key mapping for controls	Chiel	A	1	1	yes	
	3 implementing mute	Taico	B	1.5	1.5	yes	
	4 implementing sliders for audio	Chiel	B	0.5	0.5	yes	
	5 settings to UML	Chiel	A	1	1		
	6 Rest of implementation, testing and exercises	Chiel and Luka	A	7	6 + 1.5	yes	
User Story 3	1 Collision bug	Taico	B	2	4	yes	

Bug fixing	2 Lives-reset bug	Taico	B	0.5	0.5	yes	
	3 Bug on achievement showing	Jesse	B	2		yes	
Other	1 Create documentation for first implemented design pattern	Robin	A	3	4	Yes	
	2 Answer SEE questions	Robin	A	5	6	Yes	
	3 Enable resizing of game screen	Chiel	E	3	0	no	
	4 Second design pattern implementation	Luka	A	3	8	Yes	
	5 Exercises for second design pattern	Luka	A	3	1	Yes	
	6 Name changing of variables	Luka	B	1	0.5	Yes	
	7 Extra testing coverage of playing field	Luka	D	1	2	Yes	
	8 Sprint reflection S2	Robin	A	1.5	2	Yes	
	9 Sprint plan S3	Jesse & Robin	A	3	4	yes	

Main Problems Encountered

Problem 1

Description: Too many sprint items in a sprint and the workload of each item was estimated too low.

Reaction: We still did everything but we had many teammates working for more than 20 hours this week

Adjustments for the next Sprint Plan

We will try to give a more accurate estimate to sprints items and try to not plan too many of them in a single sprint. If we have more time for each sprint item, we will be less likely to make mistakes and our code quality will improve.