

Reflection on Sprint #1

Game: Fish.io

Group: 26

User Story #	Task #	Task assigned To	Estimated Effort Per Task	Actual Effort per Task(in hours)	Done	Notes
User Story 1 Logging	1	Robin	Average	.5	yes	Including research.
	2	Robin	High	7	yes	
	3	Robin	High	15	yes	
	4	Luka	Low	.5	yes	
User Story 2 Instruction page	1	Robin	Low	1	yes	
	2	Robin	Average	1	yes	
	3	Robin	Low	1	yes	
	4	Luka	Low	2 minutes	yes	
User Story 3 Achievements	1	Jesse	Low	4	yes	Note that we wanted to spread achievements over two sprints. We probably shouldn't have included the implementing stages for this week.
	2	Jesse	Average	1	yes	
	3	Jesse	High	7	yes	
	4	Jesse	Average	2	Yes	For design, not of implementation.
	5	Jesse	Average	0	no	
	6	Jesse	High	0	no	
User Story 4 reviving	1	Taico	Low	0.5	yes	
	2	Taico	Average	1	yes	

	3	Taico	High	1	yes	
	4	Luka	Low	2 minutes	yes	Luka did this instead of Taico.
Other tasks	1	Chiel	High	7	yes	
	2	Chiel	Average	4	yes	
	3	Taico	High	2.5	yes	
Tasks introduced during this sprint	1	Taico	High	5	No	GUI test problems.
	2	Taico	low	1	yes	Concurrency issues.
	3	Luka	High	5	yes	Sequence diagram
	4	Taico	Average	2.5	Yes	Code improvement

Main Problems Encountered

Problem 1

Description: Last minute changes. Problems were encountered in concurrency and GUI tests, which delayed the making of the assignment exercises. They were done at the last minute.

Reaction: We did finish the assignment exercises, but it was really close to the deadline.

Adjustments for the next Sprint Plan

In the next sprint plan we will more clearly state who is going to make what exercises. The exercises should be done before the end of Thursday, so we have one day for reviewing. This will hopefully cause us less stress during the last day of the sprint(Friday).