

Individual Reflection – Thea

Sprint 5 I contributed by recoding the frontpage as we wanted the graphics of the game to become more professional and appealing. I also coded a new class, LosingScreen, which is displayed if the user loses all lives. In the losingscreen you can see your score and press a “play again” button if you would like to play one more time. The functions included creating a new game if the button was pressed with the same username.

You can really feel the difference in the team and how everyone easier takes on tasks as we have been working for several weeks now. It will be fun to wrap up the project next week and see the finishing product. I would like to experience the methods we have been learned in real life and get direct response when you start going away from the “agile and scrum principles”.