

Reflection on Sprint #2

Game: Space Invaders

Group: 18

| User story # | Task # | Assignee | Estimated Effort (hours) | Actual Effort (hours) | Done (yes/no) | Notes |
|----------------|----------------------------------|--------------------------------|--------------------------|-----------------------|---------------|-----------------|
| 1 (Testing) | 1.1 (Must-haves) | Adam el Khalki | 8 | 4 | no | Family problems |
| | 1.2 (Should-haves) | Max Maton | 8 | 7 | yes | |
| | 1.3 (Could-haves) | Sander Oostmeyer & Sabri Baraç | 8 | 4 | yes | |
| | 1.4 (Write requirements) | Ali Smesseim | 1 | 1 | yes | |
| 2 (Barricades) | 2.1 (Create sprite) | Adam el Khalki | 1 | 1 | yes | |
| | 2.2 (Add barricades) | Ali Smesseim | 2 | 2 | yes | |
| | 2.3 (Add functionality) | Ali Smesseim | 2 | 2 | yes | |
| | 2.4 (Let barricades take damage) | Ali Smesseim | 2 | 1 | yes | |
| | 2.5 (Write requirements) | Ali Smesseim | 2 | 1.5 | yes | |

| | | | | | | |
|-------------------|--|--------------|---|---|-----|--|
| 3 (Finishing off) | 3.1 (Compile documents and prepare releases) | Ali Smesseim | 3 | 2 | yes | |
|-------------------|--|--------------|---|---|-----|--|

Main Problems Encountered

Audio

The audio functionality is platform dependent, because it depends on non-Java packages. For example, in Ali's Linux distribution, multiple sounds cannot be played simultaneously. We couldn't solve this, so we just let it be.

Adjustments for the next Sprint Plan

We estimated more time for some tests than needed. For example, the number of must-have, should-have and could-have requirements is not the same, but we estimated the same number of time for them.