

Reflection on Sprint #1

Game: Space Invaders

Group: 18

| User story # | Task # | Assignee | Estimated Effort (hours) | Actual Effort (hours) | Done (yes/no) | Notes |
|--------------|--|------------------|--------------------------|-----------------------|---------------|-------|
| 1 (Logging) | 1.1 (Implementation) | Max Maton | 6 | 4 | yes | |
| | 1.2 (Invoking) | Max Maton | 8 | 6 | yes | |
| | 1.3 (Requirements) | Ali Smesseim | 3 | 5 | yes | |
| 2 (UML) | 2.1 (non-GUI UML) | Sander Oostmeyer | 8 | 4 | yes | |
| | 2.2 (GUI UML) | Sander Oostmeyer | 2 | 1 | yes | |
| 3 (RDD) | 3.1 (Create CRC cards) | Adam el Khalki | 2 | 4 | yes | |
| | 3.2 (Review difference with actual implementation) | Ali Smesseim | 2 | 4 | yes | |
| | 3.3 (Class & sequence diagram) | Sabri Baraç | 6 | 4 | yes | |

Main Problems Encountered

Refactoring

The entire project had to be restructured in order to implement the logger. We restructured the code.

Adjustments for the next Sprint Plan

We have estimated more time for diagrams (like UML) and implementations than needed. There is also no time estimated for compiling the resulting document from all the group members.