Sprint Review #5

Game: Space Invaders
Group: 18

User story	Task	Assignee	Estimated Effort (hours)	Actual Effort (hours)	Note	Priority (A—E)
1. As a player, I want to be able to save and load my game, So that I can save my progress and continue where I left off. Given that the store is opened, When I press "Save Game", Then the progress is saved to a file. And given that the main menu is opened,	1.1 Implement multiple ships	Ali Smesseim	5	10	Also implemented online multiplayer, instead of just local multiplayer.	C
	1.2 Refactor code	Max Maton	5	4		D
	1.3 Create UML diagram	Adam el Khalki	2	2		C
	1.4 Create CRC cards	Adam el Khalki	2	2		B
	1.5 Create requirements	Adam el Khalki	1	1		A

When I press "Load Game", The I continue where I saved the previous time.						
2. As a developer, I want to see why and how design patterns are implemented, So that the design of the game is clear.	2.1 Explain why and how design patterns are implemented	Sabri Baraç	3	3		A
	2.2 Create class diagram	Sabri Baraç	2	2		C
	2.3 Create sequence diagram	Sander Oostmeyer	2	2		B
3. As a developer, I want to reflect on the lab, So that I can learn from the process.	3.1 Write a reflection about the lab	Sander Oostmeyer	3	4		A

Main Problems Encountered

The hardest part about this sprint was implementing the multiplayer functionality, since this project was not designed with multiplayer functionality in mind. We had to explore many different options and employ throwaway prototyping in order to deduce the right method to implement it.