

# SPRINT REFLECTION #2

For week 1.5 (starting 6 October 2015)

**Game** Bubble Bobble  
**Group** 12, Scrumbledore

User Story High-Level Description	Task Assignee	Task ID	Estimated Effort	Actual Effort	Done*	Notes
Fix Settings Menu Fix Logger Functioning	David	1	1 hour	2 hours	Y	Consider checking if logger should be made on start-up.
Bubble Encapsulation	Floris	2	3 hours	5 hours	Y	Bug of top-bounce returned.
Local Multiplayer	Jeroen	3	4 hours	2.5 hours	C	Fix second player deaths, optional multiplayer.
75% test coverage	Jesse Niels	4	4 hours 4 hours	3 hours 6 hours	Y	Coverage on cobertura < 60%. Coverage on eclemma > 80%.
Refactor existing code	Jesse	5	2 hours	1 hours	Y	Fixed Collisions.
Refactor eventlisteners	Jeroen	6	2 hours	2 hours	Y	Changed to hashmap.
Additional Logging Features	David	7	3 hours	3 hours	Y	
Fix GUI labels	David	8	1 hour	2 hours	Y	High-Score bugged.
Final Hand-In	David Niels	9	1 hour 0 hours	3 hours 3 hours	C	Had to cram at deadline due to team communication issues.

*\* Y = Done, C = Yes, but with concerns, N = Not Done*

# PROBLEMS ENCOUNTERED

## **Communication**

Meetings and deadline communication has been lackluster now for two weeks. An hour before the deadline some members announced they had not done their documentation work, which is essential for both responsibility-driven design and features.

**Commits/Work** Members sometimes committed only when their work was done, and only committed right before the deadline. This caused bugs and a lack of proper review to rush the deadline.

# ADJUSTMENTS FOR THE NEXT SPRINT

## **Start in Weekend**

A first version of the sprint plan will be created on Friday so work can already be started in the weekend and on the Monday preceding the sprint. Team members add their suggestions for requirements and tasks in the share drive. This will be taken into account on Tuesday, when the final sprint plan is constructed.

## **Structurally Better Planning Meetings**

We decided that the meeting on Tuesday is more productive and efficient if we devote to conducting a good meeting following a general agenda and let only one team member use his laptop for administrative purposes. During the meetings we subsequently do the following: reflection on the development process and the previous sprint in particular, walking through the new assignment, deriving a sprint plan and finally brainstorming about the different tasks derived. Only after that we will start working.

## **Documentation as Tasks**

Updating the documentation and writing parts of the report will be mentioned as tasks explicitly in the sprint plan to ensure that they are not overlooked.

**Push Work Earlier**

Committed code must be submitted and pushed earlier to ensure that enough time exists for testing and review, and so that this does not occur before the deadline.

**Commit More Often**

Members must commit more often to ensure that the team understands that work is being done on tasks, and that task members can check who is working on what to prevent double/wasted work and wasted time.

**Daily Meetings**

Have a quick daily meeting, preferably in person or otherwise via online video chat, in the form of a stand-up meeting: every team member tells what he's done since the previous meeting, what he's about to do until the next meeting and whether there is anything he needs help with.