

SPRINT REFLECTION #5

For week 1.8 (starting 26 October 2015)

Game Bubble Bobble
Group 12, Scrumbledore

ID	Task Summary/User Story	Assigned To	Estimated Effort	Actual Effort	Priority	Done *	Notes
1	Code testing	Niels Jeroen	4 hours 3 hours	5 hours 3 hours	B	YC	
2	NPC Jumping	Jesse David	1 hours 0 hours	0 hours 1 hours	C	Y	
3	Fix CSS	David	3 hours	2 hours	D	YC	Most of the works was done, but some bugs were identified at the end of the sprint were identified which must be fixed.
4	Bugfixing	Jeroen David Floris	2 hours 2 hours 2 hours	3 hours 2 hours	B	YC	Tarzan Bug (player can walk up against a wall), was not fixed.
5	Ex 1 - docs	Floris David Jesse	1 hour 1 hour 1 hour	0.5 hours 1.5 hours 2 hours	A	Y	
6	Ex 1 - code	Floris David	5 hours 3 hours	12 hours 1 hour	A	YC	Although power-ups were implemented, the projectile based power-ups are buggy.
7	Ex 1 - sprites	Jesse	1.5 hours	2 hours	B	Y	

8	Ex 1 - code	Jesse	2.5 hours	1 hour	C	Y	
9	Ex 2 - Pattern 1	Floris	1 hours	0.5 hours	A	Y	
10	Ex 2 - Pattern 2	Niels	4 hours	4 hours	A	Y	
11	Ex 3 - Reflection	Jeroen David	3 hours 0 hours	3 hours 2 hours	A	Y	
12	Final Report	Jesse	2 hours	4 hours	A	Y	
13	Requirements	Niels Floris	1 hour 1 hour	1 hour 1 hour	A	Y	

* Y = done, N = not done, YC = done, but with concerns.

SPRINT ISSUES

- **Timing:** A few tasks (power-up implementation, certain bug fixes) were mismanaged and not timed correctly, causing them to be completed only partially, or with a large amount of bugs/issues. This was caused due to incorrect timing estimation during the planning of the tasks for the sprint.
- **Visual Bugs:** Due to the difficulty of testing, the CSS fixes from the past week caused more visual bugs than actual fixes. The manual testing for visual/CSS changes should be improved for this week.