

SPRINT REFLECTION #1

For week 1.3 (starting 15 September 2015)

Game Bubble Bobble
Group 12, Scrumbledore

User Story	Task Assignee	Task ID	Estimated Effort	Actual Effort	Done	Notes
As a developer, I want to be able to trace the events in the game by viewing a log which is generated by the game.	David	1 2 3 4	3.5 hours	5 hours	Y	Added a GUI settings implementation, but is quite buggy.
<i>Code quality and verification.</i>	Niels	5 6	8 hours	8+ hours	N	Write unit test cases and fix the majority the CheckStyle / FindBugs / PMD warnings
	Jesse	5	8 hours	8 hours	Y	Write component level test suites for untested or not 100% line/branch covered classes.
	Jeroen	7	2 hours	3 hours	Y	Solving exercise 1
<i>UML</i>	Floris	8 9	3 hours	3 hours	Y	Enhanced UML with multiplicity and additional classes. Also created the right hierarchies. Also answered the question of exercise 2.
<i>Responsibility Driven Design.</i>	Jesse	10	2 hours	2 hours	Y	Create CRC cards, model hypothetical and actual system.
	Jeroen	11	4 hours	2 hours	Y	See above
<i>Organisational</i>	Team Wide	12	1 hour	1 hour	Y	All members of the team spent an hour each refactoring code.

PROBLEMS ENCOUNTERED

- **Organization** We noticed that we had checkstyle, PMD, and findbugs errors that we only noticed at the end of the sprint and many of them were unable to be fixed without changing the code or breaking the code.
- **Duplicate effort** Niels and Jesse worked on test suites for the same classes. Estimated loss as a result of this: 8 hours.
- **Formatting** The handing in of documents was done in document formats that were not supported by Git, causing some documents to be handed-in in worse formats.

ADJUSTMENTS FOR THE NEXT SPRINT

- **Handing in** Assign at least one person dedicated to assembling the final hand-in report
- **Code quality** Fix CheckStyle/FindBugs/PMD suggestions before committing code.
If possible write test cases together with created code.