

SPRINT REFLECTION #3

For week 1.5 (starting 05 October 2015)

Game Bubble Bobble
Group 12, Scrumbledore

ID	Task Summary	Assigned To	Estimated Effort	Actual Effort	Priority	Done	Notes
1	GUI revamp	David	10 hours	14 hours	A	Y	Design pattern could be better, singleton.
2	GUI revamp documentation	David	1 hour	1.5 hours	B	Y	N/A
3	General Bug fixing	Jesse	4 hours	4 hours	B	Y	N/A
4	Code Quality Improvement	Niels Jeroen	4 hours 2 hours	4 hours 1.5 hours	D	Y	N/A
5	Design Pattern #1	Jesse Floris	4 hours 4 hours	3 hours 2 hours	B	Y	Observer in level modifier within the game.
6	Design Pattern #2	Jesse Floris	4 hours 4 hours	3 hours 2 hours	B	Y	Made the logger a singleton.
7	Software Economics Question	Jeroen Niels	2 hours 2 hours	1 hour 3 hours	B	Y	N/A
8	Keybinding / Settings	Jeroen	4 hours	5 hours	C	N	Was not finished due to other priorities, is almost done.
9	Final report	Jesse	1 hour	5 hours	A	Y	N/A

SPRINT ISSUES

- **Whatsapp Communication** The whatsapp chat gets slightly cluttered, so the agreement has been made to discuss code implementations and design patterns over skype/in-person/during meetings, to keep the whatsapp chat for actual simple discussion and mobile reminders.
- **Milestones** Milestones will now be utilized now on Github to track the current sprint progress.
- **Trello** It has been decided to stop utilization of the Trello planning board, instead making suggestions and function tagging with the issues tracker on Github. Suggestions will be issued with the "suggestion" tag on Github.