

SPRINT REFLECTION #4

For week 1.7 (starting 13 October 2015)

Game Bubble Bobble
Group 12, Scrumbledore

ID	Task Summary	Assigned To	Estimated Effort	Actual Effort	Priority	Done	Notes
1	Software Metrics	David Jesse	2 hours 2 hours	4 hours 1 hour	A	Y	
2	Key Binding	Jeroen	2 hour	3 hours	A	Y	Still needs testing.
3	Bubble Collisions	Niels	3 hours	2 hours	B	Y	
4	Fix Key Lag	Floris	3 hours	4 hours	B	Y	Includes other bug fixes.
5	Bubble Pop Indicator	Niels	2 hours	3 hours	D	Y	
6	Game Win Dialogue	David	3 hours	1 hour	D	Y	Was easier than anticipated.
7	Requirements	Jeroen Jesse Niels	0.5 hour 1 hour 1.5 hour	.5 hour 1 hour 1 hour	A	Y	
8	Final Report Handin	Jesse David	2 hours 2 hours	3 hours .5 hour	A	Y	
9	Create Levels	David	1 hour	1 hour	E	Y	

SPRINT ISSUES

- Not all newly contributed code was covered by test cases.
- A small number of FindBugs issues was left in at the time of merging the code into the release branch.
- Still a number of commits / issues / comments / PR's was left untagged (Octopull).