

Sprint Reflection #5 (assignment 5)						
Game: Bubble Trouble						
Group 1						
User Story	Task	Task Assigned To	Estimated Effort (hours)	Actual Total Effort (hours)	Done (y/n)	Notes
Exercise 1 (40p)	Setup infrastructure for playing sounds	[Bart], Alex	4	4	Y	
As a user, I want music and sound effects to play to add to the experience	Find/make background music and soundeffects and play them in the correct place.	[Alex], Bart	6	12	y	
As a user, I want to be able to navigate through the game using nothing but my keyboard.	UI Improvements	[Mark]				
	- Make menus support full keyboard controls	[Mark]	6	12	Y	
	- Add small visual effects such as background noise	[Mark]	1	1	Y	
Exercise 2 (30p)	Command pattern (already present, has to be updated)	[Menno], Bart				
	- natural language description	[Bart]	1	1	Y	
	- class diagram	[Menno]	1	1	Y	
	- sequence diagram	[Menno]	1	1	Y	
	Iterator pattern:					
	- implement pattern	[Stefan], Menno	8	10	Y	
	- natural language description	[Stefan]	2	1	Y	
	- class diagram	[Menno]	2	1	Y	
	- sequence diagram	[Stefan]	2	1	Y	
Exercise 3 (15p)	Write initial essay	[Mark], Alex	2	4	Y	
	review and improve essay	[Alex], Bart	4	2	Y	
Miscellanoues						
	- Update UML/make crc cards for new classes	[Menno], Bart, Alex, Stefan	4	5	Y	
	- Finish report	[Mark]	1	2	Y	
[name] implies this person is responsible for a task.						
Estimted/actual effort in hours is the sum of hours for all people working on a task.						
Main problems encountered						
No problems occurred during this sprint.						
Adjustments for next sprint plan						
No adjustments necessary for next sprint. It was a good week!						