Sprint Reflection #3 (assignment 3)

Game: Bubble Trouble

Group 1

User Story	Task	Task Assigned To	Estimated Effort (hours)	Actual Effort (hours)	Done (y/n)	Notes
Exercise 1 (45p)	Fix: multiplayer starting/restarting issues	[Mark], Stefan	4	5	Y	
As a user, I wish to have a bett	Fix: multiplayer game without 2 players existing	[Mark], Bart	2	4	Y	
experience whilst playing the	Fix: multiplayer movement jarring on double input	Mark	2	2	Y	
game in multiplayer.	Make host/client extended from a base class	Menno	1	3	Y	
When I play a game in	Make time-out time far lower	Alex	1	1	Y	
multiplayer, I wish to have a	Add new powerups (Freeze, slow/fast balls)	[Bart], Mark	3	4	Y	
bugfree and well polished	Add new powerups (Health, random)	[Mark], Bart	3	4	Y	
experience without any issues.	Uphold and improve RDD (CRC/UML)	Stefan, Alex	4	5	Y	
	Improve general code quality (encapsulation, readibility)	[Bart], Menno, Mark, Alex	10	12	Y	
	Fix PMD-warnings where necessary	[Menno], Alex, Stefan	3	3	Y	
Exercise 2 (30p)	Singleton pattern for logger	[Menno], Bart	5	3	Y	
	- create Natural language description	Bart	1	1	Y	
	- create Class diagram	Menno	2	1	Y	
	- create Sequence Diagram	[Bart], Menno	2	2	Y	
	Factory pattern for levels	[Stefan], Alex	5	8	Y	
	- create Natural language description	Alex	1	2	Y	
	- create Class diagram	Stefan	2	1	Y	
	- create Sequence Diagram	[Alex], Stefan	2	2	Y	
Exercise 3 (15p)	part 1: about Good and Bad practices	Stefan	1	2	Y	
	part 2: about Visual Basic	Alex	1	2	Y	
	part 3: about Enumerating 3 other factors	Alex	1	2	Y	
	part 4: about 3 bad practice factors	Menno	1	2	Y	
Main problems encountered						
Problem 1	Decsription: Concurrency issues and crashes started popping up all over, due to the threaded nature of multiplayer.					
	Reaction: Newfound knowledge will help repair this during the next sprint.					
Problem 2	Description: UML was difficult to keep organized due to the size of the project					
	Reaction: New organization techniques focused around the god classes will help during the next sprint.					
Adjustments for next sprint plan						
- UML diagrams for whole project will require extra work.						
- There is one vital crash bug regarding concurrency that must be addressed during the next sprint.						
- Massive refactors necessary during the next sprint.						