Sprint Reflection #2 (assignment 2)

Game: Bubble Trouble

Group: 1

User Story	Task	Task Assigned To	Estimated Effort (hours)	Actual Effort (hours)	Done (yes/no)	Notes
As two users, we want to be able to play the game together,	Implement connection between 2 computers with sockets	Alex	4	6	yes	
on different computers.	Implement administrative setup data transfer	Stefan, Alex	8	10	yes	
When I press a key, or some important action happens in my	Implement gameplay data transfer	Bart, Alex	8	14	yes	
game, I want the other player to see the action	Implement gameplay data updating Host	Bart, Menno, Mark	15	19	yes	
on his screen	Implement gameplay data updating Client	Bart, Stefan	7	16	yes	This destroyed our schedules.
	Adapt GUI for multiplayer	Mark	6	8	yes	
	CRC Cards	Stefan	3	3	yes	
	Update UML	Menno	2	2	yes	
	Fix checkstyle in travis/maven	Menno	4	3	yes	

Main problems encountered

Problem 1	Decsription: Implementing LAN multiplayer turned out to carry a far, far greater workload than we had predicted. In the end, we needed more than twice the estimated time to get multiplayer working.
	Reaction: We adapted our schedules, moved other work out of the way, and skipped class in order for this to be finished.
Problem 2	Description: Due to severe time issues, some critical bugs were present in our release commit.
	Reaction: Bugs still remain. These will be addressed in the next sprint.
Problem 3	Description: Due to severe time issues, RDD was not always upheld properly.
	Reaction: RDD was laid aside for the moment. It will be addressed properly in the next sprint.

Adjustments for next sprint plan

- Critical bugs need to be fixed before we can continue. This will be an area of focus in the next sprint.

- Some important sections of code now require a refactor/rewrite. This will be an area of focus in the next sprint.

- We will try to more properly estimate effort (in hours) in the next sprint plan. We do not wish to have another massive surprise workload.