

	<b>Sprint Reflection #4 (assignment 4)</b>					
Game: Bubble Trouble						
Group 1						
User Story	Task	Task Assigned To	Estimated Effort (hours)	Actual Total Effort (hours)	Done (y/n)	Notes
<b>Exercise 1 (45p)</b>						
	- Create template for documenting issues/refactors.	Bart	1	1	Y	
	- Look through assigned classes and write down ideas for smelly/bad code, discuss findings with code owner.	All	2 pp	8	Y	
	- Refactor/adjust assigned classes if needed.	All	4 pp	20	Y	
	- Format list of flaws/refactors into deliverable doc.	All	2 pp	12	Y	
<b>Exercise 2 (45p)</b>						
	Use inCode to compute software metrics	Mark	1	0	Y	
	Fix 3 god classes	[Alex], Mark, Bart	4 pp	21	Y	
	- Explain design choices or errors that caused it					
	- Fix or explain why you won't					
	Fix schizophrenic class	[Bart], Menno, Stefan	3 pp	5	Y	
	- Explain design choices or errors that caused it					
	- Fix or explain why you won't					
	Fix internal duplications	[Menno], Stefan	2 pp	2	Y	
	- Explain design choices or errors that caused it					
	- Fix or explain why you won't					
<b>Miscellaneous</b>						
	- Assemble final deliverable document	Mark	3	4	Y	
	- Concurrency issues	Alex	4	6	Y	
<b>Main problems encountered</b>						
<b>Problem 1</b>	Decsription: God Class fixing turned out to be far, far more work than expected.					
	Reaction: Team members not working on god classes took over work on the refactoring.					
<b>Adjustments for next sprint plan</b>						
	No adjustments necessary.					