

Bubble Shooter

Group 15

User story	Task	Task assigned to	Estimated effort (scale 1-5)	Actual effort (scale 1-5)	Done	Notes
As a user I want to join, any existing game that I choose to select, which is hosted by another player over an internet connection, by clicking a game menu button.	Implement a menu to host a server	Gerlof	2	3	Yes	
	Implement a menu to connect to a server	Gerlof	2	2	Yes	
	Implement a server that will keep track of both player's boards	Gerlof/Adam	5	5	Yes	Needs some more work for efficiency
As a user, if I play a multiplayer game, I win when my opponent loses and I return to the main menu.	Implement ending the game (see single player)	Nando	2	1	No	Partially done (ugly)
	Implement a showing a 'Victory' and a 'Defeated' screen	Nando	2	1	No	Partially done
As a user, if I play a singleplayer game and the bubbles reach the floor, I lose the game and I return to the main menu.	Implement a losing line	Nando	2	2	No	
	Implement a 'Defeated' screen	Nando	2	2	No	Partially done
As a user, if I play a singleplayer game, when I clear all the bubbles, I win the game, my score will be recorded and I will be returned to the main menu	Implement a score counter	Skip, Owen	2	2	Yes	
	Implement a score board	Skip	2	1	Yes	
	Implement saving the score	-	-	-	No	
Exercise 1	Describe main classes in terms of responsibilities and collaborations	Skip, Owen	2	2	Yes	
	Review code following the guidelines of Responsibility Driven Design	Skip, Owen	2	2	Yes	
	Draw a class diagram of the main classes	Skip	2	2	Yes	
	Draw a sequence diagram	Skip	2	2	Yes	
	Implement board and grid following RDD	Gerlof	3	5	Yes	Needed additional work to support drawing multiple boards
Exercise 2	Discuss aggregation and composition of our project	Owen	2	2	Yes	
	Draw a class diagram of the entire hierarchy	Owen	2	2	Yes	
	Refactor if (and case) statements	Skip (InputProcessor)	3	3	Yes	
Main problems encountered						
Problem 1:	Insufficient time.					
Description	The workload was immense. Simply not enough time to finish all the tasks.					
Reaction	All other courses were put aside to reassign all (spare) time to the project.					
Problem 2:	Insufficient knowledge.					
Description	No prior knowledge of threads/networking.					
Reaction	Read up on some literature (book/internet).					
Problem 3:	DevHub was unavailable during several moments in the sprint.					
Description	Unable to push to DevHub and occasionally no build log.					
Reaction	Awaiting response from DevHub.					
Adjustments for next sprint plan	This project will get lower priority to allow time for other courses.					