

Reflection on Sprint #2

Game Bubble Trouble
Group 24

| User Story | Task | Assigned to | Effort | Actual hrs | Done | Notes |
|---|--------------------------------|-------------|--------|------------|--------|--|
| The user is able to navigate through different screens. The first is the menu, and the other ones are different levels of the game. | Set up GameStates | Ruben | Medium | 2 | Yes | GameStates used from Slick2D |
| | Add menu | Ruben | Medium | 3 | Yes | Menu is very simple, but shop is also implemented |
| | Set up Multiple levels | Hung | Low | 4 | Yes | |
| | Add levels | Chris | High | 6 | Yes | Design not yet implemented in latest version |
| User is able to have a better game experience with audio and better visuals. | Add audio | Martin | Medium | 4 | Yes | |
| | Support adjustable screen size | Christiaan | Medium | 4 | Almost | Screen size is variable throughout the game, but not yet fully implemented |
| The user scores money from points and can spend this money in a shop to gain power-ups. | Implement inventory | Martin | Low | 1 | Yes | |
| | Implement power-ups | Martin | Medium | 4 | Yes | |
| | Implement shop screen | Christiaan | High | 4 | Yes | Also worked on by Ruben |

Main Problems Encountered

Problem: Task estimation

Description: We took on a lot (too much) work at the onset of this sprint.

Reaction: This caused us to focus on functionality and lose sight of code quality and the rubrics used to grade the assignment.

Problem: Task distribution

Description: The task for creating and implementing different levels was shared by Hung and Chris, who both implemented it in a different way.

Reaction: We used only one implementation and part of the other person's work has not been used yet.

Adjustments for the next Sprint

We have learnt more about task estimation through experience. A lot of tasks 'seem' small at the onset, but when you calculate in that you have to document everything, test it, check for bugs and errors and review other people's code, it takes a lot more time. We will take this into account for the next sprint to better estimate our tasks and improve code quality over quantity.

To fix task distribution, we will make one person responsible for sections of tasks that belong together. If two people are going to work on that task, that one person is still responsible and will be able to see what is used and not used in the implementation and can decide how to approach the problem.

To improve code quality, we have made the following agreements:

- We all use the same checkstyle.xml document (found in Git).
- All current checkstyle findbugs and PMD errors are fixed before moving on.
- We will make use of E2E tests to test what we haven't been able to test with unit tests before.
- Before requesting a pull request Maven site is run to check all tools.
- A pull request is reviewed by at least two others before it is merged, comments are used.