

Reflection on Sprint #3

Game Bubble Trouble
Group 24

User Story	Task	Assigned to	Effort	Actual hrs	Done	Notes
Powerups are visually shown and can drop from the bubbles.	Create a visual representation for powerups	Martin	2	3	yes	
	Add powerup spawning	Martin	3	3	yes	
	Improve the shop screen	Ruben	4	2	yes	
The menu is a start screen where options can be adjusted too.	Improve the menu	Ruben	2	1	yes	
The game is more easily extendible and ready for the future.	Implement design patterns	Chris	5	6		Takes a lot of time to first understand and then implement
	Correct design patterns	Chris	5	6		
	Answer questions	Hung	2	2		
The game works without errors and can be deployed with confidence.	Improve testing coverage	Christian	6	6		Last minute changes made some tests unusable
Exercise 3 is answered.	Answer questions	Martin	2	2		

Main Problems Encountered

Problem: A lot of refactoring

Description: To implement the right design patterns, we needed to do a lot of refactoring in the code.

Reaction: It took a lot of time to understand the code before we could refactor and see how we would change the code.

Problem: Testing

Description: Testing was still low, especially at the end, when some tests turned out to fail.

Reaction: This week, we gave one person the responsibility to test everything and he was able to get the testing up to a higher percentage. When we wanted to push, the testing strategies turned out to fail on Travis and we saw that some branches that were merged with a lot of new classes caused the testing coverage to drop dramatically.

Adjustments for the next Sprint

We can't do a lot about the refactoring problem aside from anticipating change when programming. This would have to be done at the beginning of the project, not now, and is something we learned in the course.

The testing issue can be solved by continuously and timely merging branches into the master. We merged a lot of new branches at the last-minute and this didn't give us a lot of time to look at coverage and if the tests would work on travis. We will make pull-requests earlier and try to have all our code finished a day before the deadline, so late issues can be fixed.

We did see that the code review and tooling agreements we made were actually applied and helped out with our code quality a lot.