

Reflection on Sprint #4

Game Bubble Trouble
Group 24

| User Story | Task | Assigned to | Effort | Actual hrs | Done | Notes |
|---------------------------------------------------------------------------|------------------------------------------|-------------|--------|------------|------|-----------------------------------------------------|
| Players can compete against each other and work together on one computer. | Add separate players and wallets | Martin | 2 | 5 | yes | |
| | Implement controls for different players | Ruben | 3 | 2 | yes | |
| | Add multiple player option to menu | Ruben | 1 | 2 | yes | |
| A player can play in survival mode, where bubbles keep spawning | Add option to menu for survival mode | Ruben | 1 | 2 | yes | |
| | Implement survival mode level | Christian | 4 | 8 | yes | Task turned out to be bigger because of refactoring |
| The code is easily maintainable by the programmers | Fix naming issues | Hung | 0,2 | 0,2 | yes | Done by Ruben |
| | Fix instance of | Hung | 2 | 3 | yes | |
| | Fix bubble method length | Hung | 1 | 1 | yes | Also other methods shortened |
| The code is checked with inCode and has no big design flaws | Find design flaws | Chris | 1 | 1 | yes | |
| | Fix design flaws | Chris | 2 | 2 | yes | Also done by others |
| | Explain design flaws | Chris | 1 | 0,5 | yes | |

Main Problems Encountered

Problem: Beginning late

Description: One part of the game (survival) was started late. It was then discovered that it took a big refactor to properly incorporate this mode into the game. This refactor was started on Thursday, but couldn't be completed before Friday.

Reaction: When it was discovered that we wouldn't be able to incorporate survival in the final version, we decided to 'hack' the feature in. This worked and resulted in relatively proper code giving us the expected functionality.

Problem: Testing

Description: We weren't able to test some parts of the code without E2E and Travis didn't function properly without Slick2D library.

Reaction: We eventually ended up not adding E2E tests, because they wouldn't work and got a low testing coverage.

Adjustments for the next Sprint

The first problem is really one of communication and starting late. We will try to adjust for the first problem this way: we will communicate more about our progress and a task has to be started before Thursday. When, at a daily standup meeting, it turns out that someone hasn't been able to start a task because they can't see where to begin, it will be communicated and others will help out.

The other problem, testing, will be adjusted for in the following way: we will write E2E tests and make sure they work on our computer. This will be done in a separate branch that is in synch with the master, with the only difference being the tests. This branch might fail on Travis, but will help our testing coverage.

We will keep our adjustments from last sprint to keep working on our tooling and we see that our adjustment about code review has helped and we will keep doing that too.