Reflection on Sprint #5

Game Bubble Trouble
Group 24

User Story	Task	Assigned to	Effort	Actual hrs	Done	Notes
The player is able to use a new powerup, “Rope Hold”, where the rope is fixed to the ceiling until a bubble hits is.	Design new power	Martin	1	1	yes	
	Implement power	Martin	3	3	yes	Was done and then redone in new structure
The game can load levels from XML files.	Design dataloader	Chris	1	1	yes	
	Implement dataloader	Chris	2	2	yes	
	Connect dataloader to game	Chris	2	2	yes	
The game makes use of correct design patterns.	Implement design patterns	Hung	5	10	yes	Was also combined with rewrite
	Describe design patterns	Hung	1	1	yes	Done by someone else
The game is tested more thoroughly.	Write E2E tests	Christian	3	2	yes/ no	Busy with other courses
The process is documented.	Create sprint plan and reflection	Ruben	2	2	yes	
	Write assignment 3	Ruben	4	4	yes	

Main Problems Encountered

Problem: Hand-in
Description: When it was time to hand in the code, a couple of people were ‘out of town’ and weren’t able to help out. Their work was done, but everything still had to be completed, merged and handed in. The branch with a lot of rewritten code hadn’t been merged yet and still had to be merged.

Reaction: Everything was merged Friday night by people who weren’t very familiar with the rewritten code. This caused some errors to remain and because of this, the documentation was also overwritten and left out somehow. Since the merge was done on Friday, code review and branching was also left wanting.

Adjustments for the next Sprint

The main problem was that the rewrite was a big job taken on by one person. The design was in his head and it seemed to go well up until the moment we had to merge. The way we would adjust is in two ways: either not taking on a big rewrite for just one week or giving more people the responsibility of rewriting the code, so multiple people know about the code and how to fix possible merge conflicts when they arise and the workload would be lower per person. This fix would solve all the problems we had, since a smaller workload would result in the code being done earlier, so the code could be reviewed earlier. The extra time would result in more time and energy available to test and check for errors before handing in the code.

Next to this fix, it was also just unfortunate timing with some people being away for the weekend and deadlines from other courses at the same time as SEM. This can be fixed by planning ahead more and making sure that responsibilities and knowledge about certain processes and requirements are shared between team members. If anyone is away at a moment, the other team member with the shared knowledge kan take over properly.