Game: Bejeweled
Group: 25

Reflection on Sprint #3

User Story	Task	Exer-cise	Member Responsible	Member(s) Assigned:	Estimated Effort Per Task	Priority (A-E)	Actual Effort (Hours)	Hours per point	Done?
	Add a Level System:								
	Make user stories & requirements for levels	1.2	Jan	-	0 points*	A	-	-	Yes
As a user I want to be able to progress to a new level when I perform well.	Make UML for levels	1.2	Jan	Pim	1 points	B	0.5	0.5	Yes
	Implement Levels:								
	Add a Level class and integrate it into the logical structure	1.1	Jan	Pim	5 points	A	4	0.8	Yes
	The game shall create a new board when the next level is reached.	1.1	Jan	Pim	2 points	B	1	0.5	Yes
	The game shall progress to the next level when the player's score is equal to or higher than 500 times the current level squared.	1.1	Jan	Jan	3 points	C	0.3	0.1	Yes
	The game shall display the current level.	1.1	Jan	Jan	2 points	C	0.5	0.25	Yes
	The game shall multiply the amount of points scored by removing Jewels by the current level.	1.1	Jan	Jan	1 point	D	0.25	0.25	Yes
	The game shall include the current level when saving and loading	1.1	Jan	Amrit	2 points	B	0.2	0.1	Yes
	For the observer design pattern:								
	Write a natural language description	2.1	Jeroen	Jeroen	1 point	A	0.5	0.5	Yes
	Make a class diagram	2.2	Jeroen	Jeroen	1 point	B	2	2	Yes
	Make a sequence diagram	2.3	Jeroen	Jeroen	2 points	B	1	0.5	Yes
	For the abstract factory design pattern:								
	Write a natural language description	2.1	Jeroen	Jeroen	1 point	A	0.5	0.5	Yes
	Make a class diagram	2.2	Jeroen	Jeroen	1 point	B	1.5	0.66	Yes
	Make a sequence diagram	2.3	Jeroen	Jeroen	2 points	B	1	0.5	Yes
	Analyze Paper:								
	Read the paper	3	Amrit	Amrit	1 point	A	1	1	Yes
	Explain good and bad practice	3.1	Amrit	Amrit	1 point	B	0.25	0.25	Yes
	Explain why Visual Basic is considered good practice	3.2	Amrit	Amrit	1 point	B	0.25	0.25	Yes
	Enumerate other 3 factors	3.3	Amrit	Amrit	1 point	B	0.25	0.25	Yes
	Describe 3 bad practice factors	3.4	Amrit	Amrit	1 point	B	0.25	0.25	Yes
	Fix bugs related to animation running while it shouldn't		Jan	Jan	2 points	B	1.5	0.75	Yes

Group Member	Total Hours
Amrit	2.2
Jeroen	6.5
Jan	2.55
Pim	5.5

SCRUM Role	Group Member
SCRUM Master	Pim
Product Owner	Jan

What went well

- All tasks were completed on time.

Main problems encountered

<u>Problem 1</u>

Description:

The tasks related to the levels feature were all closely related. This meant it was hard for team members to work independently on their tasks.

Reaction:

In the future it might be useful to assign one feature to one member, even if this means this member will have to do a relatively large amount of work that week.

<u>Problem 2</u>

Description:

Some tasks were simpler than estimated.

Reaction:

Attempt to more critically estimate the effort required for tasks, and decouple this from the importance for the game play.

<u>Problem 3</u>

Description:

Exercise 2 talks about the structure of the code, but this structure was changed by exercise 1.

Reaction:

Attempt to foresee changes to the structure, and decide to base the assignment on either the before or after situation.