Game: Bejeweled
Group: 25

Reflection on Sprint #2

User Story	Task	Exercise	Group Member	Estimated Effort Per Task	Actual Effort per Task	Hours per point	Done
As a user I want to be able to quit the game and continue where I left off at a later point in time.	Make user stories & requirements for saving and loading	2.2	Pim	0 points*	-	-	Yes
	Make UML for saving and loading	2.2	Jeroen	3 points	1 hour	0.33	Yes
	Implement saving and loading:						
	Save the state of the game when the user presses the exit button.	2.1	Amrit	3 point	8 hours	2.67	Yes
	Ask the user if they want to load the game	2.1	Amrit	1 point	15 min	0.15	Yes
	Delete the save file if it's not loaded	2.1	Amrit	1 point	30 min	0.5	Yes
As a user I want the game to remember my high scores. As a user I want to see the current high scores before and while I play the game.	Make user stories & requirements for highscores	1.2	Pim	0 points*	-	-	Yes
	Make UML for highscores	1.2	Jeroen	3 points	1 hour	0.33	Yes
	Fix current implementation of scoring	-	Pim	4 points	6 hours	1.5	Yes
	Implement highscores:						
	Check if the score is a high score on game end.	1.1	Jan	1 point	0.5 hour	0.5	Yes
	Ask for name when a player gets a new high score	1.1	Jan	1 point	1.5 hours	1.5	Yes
	Save the top 5 high scores in a file	1.1	Jan	2 points	2 hours	1	Yes
	Display the top 5 high scores before and during gameplay	1.1	Jan	1 point	1 hour	1	Yes

*Work already done during the lab session, group member is responsible for inclusion in final document.

Group Member	Total Hours
Amrit	10
Jeroen	2
Jan	5
Pim	6

SCRUM Role	Group Member
SCRUM Master	Pim
Product Owner	Jan

What went well

- Tasks were clearly bounded.
- Responsibilities for each group of tasks were assigned to one group member so there was no more waiting for other tasks to finish.
- All tasks were completed on time.
- Estimations for task effort was better than last week, this resulted in a better balancing of workload amongst team members (the discrepancy between Jeroen and Amrit was partially planned and the result of a learning curve for Amrit).

Main problems encountered

Problem 1

Description:

We encountered some difficulty merging the highscore and save extensions. This was caused by the fact that after merging some end-to-end test cases were failing because they were waiting for user input.

Reaction:

For next time this is something to keep in mind while writing code that asks for user input and we should start merging and testing code sooner than the day of the deadline.