

Game: Bejeweled
Group: 25

Reflection on Sprint #4

User Story	Task	Exercise	Member Responsible	Member(s) Assigned:	Estimated Effort Per Task	Priority (A-E)	Actual Effort (Hours)	Hours per point	Done?
As a user, I want to play the game with other people.	Multiplayer	1							
	Create requirements		Jan	Amrit	4 points	A	1	0.25	Yes
	Describe implementation idea		Jan	Amrit	1 point	B	0.5	0.5	Yes
	Select frameworks		Jan	Jan	2 points	C	2	1	
	Create Class diagram		Jan	Jan	2 points	B	2	1	Yes
	Create Sequence Diagram		Jan	Jan	2 points	B	2	1	Yes
	Fix Design flaws	2							Yes
	Upload report		Jeroen	Pim	0 points	B	-	-	Yes
	Refactor Board class to fix God class		Jeroen	Jeroen	3 points	A	2	0.67	Yes
	Fix the Schizophrenicity of the board class		Jeroen	Jeroen	2 points	A	1	0.5	Yes
	Implement more abstract functions to move Jewels (Data Class)		Jeroen	Pim	2 points	B	1.5	0.75	Yes
	Explain why other issues are not critical		Jeroen	Pim	1 point	D	0.2	0.2	Yes

Group Member	Total Hours
Amrit	1.5
Jeroen	3
Jan	6
Pim	1.7

SCRUM Role	Group Member
SCRUM Master	Jeroen
Product Owner	Jan

What went well

- All tasks were completed on time.
- Tasks were clearly defined.
- Tasks were clearly separated from each other, so that different team members were not dependent on each other.
- Integrating the separate parts of the assignment was smooth due to the use of ShareLatex.

Main problems encountered

Problem 1

Description:

The effort required was not evenly distributed among team members.

Reaction:

This was partly by design, and partly because members just wanted to invest time to learn about the background regarding their assignment. However, we should keep this distribution in mind when assigning tasks for the next assignment.