Sprint Reflection 3

Game: Bubble Bobble

Group: 7

User Story	Task	Task Assigned To	Estimated Effort per Task (hours)	Actual Effort per Task (hours)	Done (yes/no)	Notes
As a software engineer, I want to have a better understanding of design patterns.	Refactor 2 design patterns into the code (Exercise 2)	Jeffrey + Matthijs	5h + 1h	6h + 0h	yes	Jeffrey decided to do this own his own.
	Describe why and how the pattern was implemented into the code. (Exercise 2.1)	Jeffrey	1h	1h	yes	
	Make a class diagram of how the pattern is structured. (Exercise 2.2)	Lili	1h30	1h	yes	
	Make a sequence diagram of how the pattern works. (Exercise 2.3)	Toine	1h	0h + 1h	yes	Done by Jeffrey.

As a developer, I want to have clear documentation for the features of this week.	Create a requirements document for Exercise 1.	Jim	30min	30min	yes	
	Create an assignment 3 document for all the answers of the questions.	Lili	30min	30min	yes	
As a player I want to have multiple lives and an easy understandable respawn procedure.	Create multiple lives for a player. (Exercise 1.1)	Lili + Matthijs	5h + 5h	0h + 6h	yes	Matthijs started on this, and decided to keep going, so he did this on his own.
	Make a the player respawn at the starting point and make him immortal for a couple of seconds. (Exercise 1.1)	Matthijs	3h	3h	yes	
	During the analysis and design phases of this extension use responsibility driven design and UML. (Exercise 1.2)	Lili	1h	0h + 30min	yes	Done by Matthijs.
As a player, I want to gain points for killing monsters.	Add collection of points to the game and keep score. (Exercise 1.1)	Toine	2h	3h	yes	

	During the analysis and design phases of this extension use responsibility driven design and UML. (Exercise 1.2)	Toine	1h	0h + 1h	yes	Done by Lili.
As a player I want to have powerups when I kill a monster.	Create a basic Powerup class that handles the dropping of the powerup. (It flies to a random spot.) (Exercise 1.1)	Jim	3h	4h	yes	
	Create a Speed powerup, which makes the players walking speed twice as fast for 10 seconds. (Exercise 1.1)	Jim	1h30	30min	yes	Creating the classes was much easier than expected because of the basic powerup class that was implemented.
	Create a Health powerup, which gives you one more life. (Exercise 1.1)	Jim	1h30	30min	yes	
	Create a Points powerup which gives you extra points. (Exercise 1.1)	Toine	30min	30min	yes	

	Create a Bubble powerup which makes bubble go straight through for 8 seconds. (Exercise 1.1)	Toine	1h	1h	yes	
	Create a Monsters powerup which makes monsters slow down for 10 seconds. (Exercise 1.1)	Toine	1h	2h	yes	There was some trouble with the difference between dX and speed. I had to find a neat way to lower the speed, which took longer than expected.
	During the analysis and design phases of this extension use responsibility driven design and UML. (Exercise 1.2)	Jim	30min	45min	yes	
As a developer, I want to have a better understanding of	Read the paper "How to Build a Good Practice Software Project Portfolio"	Joost	3h	2,5h	yes	
	Explain how good and	Joost	45min	40min	yes	

Software Engineering Economics.	bad practice are recognised. (Exercise 3.1)					
	Explain why Visual Basic is not an interesting finding of the study. (Exercise 3.2)	Joost	45min	30min	yes	
	Enumerate 3 other factors that could have been studied. (Exercise 3.3)	Joost	45min	1h	yes	
	Describe 3 bad practice factors. (Exercise 3.4)	Joost	45min	1h	yes	

Additional Tasks Done

Checking assignment document

I read through the whole assignment document and removed all mistakes and language issues, as well bring the whole document together as a whole.

Done by: Lili, 3h

Updated the help screen

Added the new power ups to the help screen, and changed the help screen to be larger and to be compatible with macs.

Done by: Lili, 2h

Removed images

Checked to see which images are being used either in the game and which are used in testing, and then removed all the excess images.
Done by: Lili, 30min

Added a delay between levels

Now the game waits a few seconds between levels so the player can collect power ups, has also been tested.
Done by: Lili, 2h

Click anywhere fix.

The 'Click anywhere to start' words couldn't be clicked on. Now it can.
Done by: Joost, 1h

Images for the powerups

Got images for the powerups, resized them and removed the backgrounds. In the end different images were used, because we decided to change the power up images to different types of fruit.
Done by: Lili, 1h

Main Problems Encountered

Backlog

Description: There were moments where team members were waiting for other team members, before they could finish their parts. This meant that there was a bit of a rush to finish at the end.

Reaction: In the end we were able to finish the work, but it was stressful towards the end.

Adjustments for the next Sprint Plan

- Start work earlier to prevent last minute work from happening.
- Finish tasks faster instead of leaving them open and getting merge conflicts.
- Being more aware of each other's work, and how this affects your work.
- More pressure from teammates who are waiting for someone to finish their work.