

Sprint Reflection 5

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 developer, I want to have clear documentation for the features of this week. | Create a requirements document for Assignment 5. | Joost | 1h | 45min | yes | |
| | Create an Assignment 5 document for all the answers to the questions. | Joost | 1h | 45min | yes | |
| As a programmer, I want to look back at how the project has been. | Write the 1000 word Reflection for Exercise 3. | Joost | 3h | 3,5h | yes | |
| As a software engineer, I want to have a better understanding of design patterns. | Refactor 1 design patterns into the code (Exercise 2) | Jim | 1h | 0min | yes | FXML already included a MVC pattern. |
| | Describe why and how the first pattern was implemented into the code. (Exercise 2.1) | Jim | 30min | 30min | yes | |

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|--|---|---------|-------|-------|-----|---|
| | Make a class diagram of how the first pattern is structured. (Exercise 2.2) | Lili | 30min | 30min | yes | Done by Jim |
| | Make a sequence diagram of how the first pattern works. (Exercise 2.3) | Lili | 30min | 45min | yes | |
| | Refactor a second design patterns into the code (Exercise 2) | Jim | 1h | 1h | yes | |
| | Describe why and how the second pattern was implemented into the code. (Exercise 2.1) | Jim | 30min | 30min | yes | |
| | Make a class diagram of how the second pattern is structured. (Exercise 2.2) | Lili | 30min | 30min | yes | Done by Jim |
| | Make a sequence diagram of how the second pattern works. (Exercise 2.3) | Lili | 30min | 45min | yes | |
| As a developer, I want to have well tested code. | Increase the test coverage. | Jim | 2h | 6h | yes | Underestimated how much had to be done. |
| As a player, I want a real challenge before | Create the final Enemy | Jeffrey | 4h | 5h30 | yes | |

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|--|---|----------|-------|-------|-----|--|
| the game ends. | Create and load the map with the enemy | Jeffrey | 1h | 1h30 | yes | |
| | Add a new music for the final level | Joost | 1h | 2h | yes | Besides adding music for the final level, also music for 'game won' and 'game over' have been added. |
| As a player, I want to know how well I compete with others. | Create a high-score screen | Matthijs | 3h | 3h | yes | |
| | Create the ability to add your own score | Matthijs | 2h | 8h | yes | Needed someone else's part to finish it, and this took time to merge. |
| | Create a button in the main menu to view the highscore. | Matthijs | 2h | 3h | yes | |
| As a player, I want to be able to return to the menu while in-game | Create a menu button | Lili | 1h30 | 3h | yes | Took longer because the panes for the menu button kept causing different changes. |
| As a player, I want to be able to customize certain settings | Create an options menu | Toine | 2h30 | 2h30 | yes | |
| | Add the ability to turn off the music | Matthijs | 15min | 30min | yes | It is now saved as well, so the sound does or does not |

| | | | | | | |
|---|---|-------|-------|-------|-----|---|
| | | | | | | play according whether the sound was playing in the previous run of the game. |
| | Add the ability to save and load options | Toine | 1h30 | 5h | yes | |
| As a developer, I want to have a clear and better looking game. | Change the colour of Player 2's sprite when they die. | Lili | 1h | 2h | yes | Changed all the sprites, so they all matched. |
| | Change the coin power up, it looks weird. | Lili | 30min | 30min | yes | |

Additional Tasks Done

Removed a bug and copied code.

FindBugs had a bug, and CPD had errors that needed to be resolved.

Done by: Lili, 30min

Added Javadoc to all the new model classes.

The new model classes didn't all have java doc, so I added it.

Done by: Lili, 15min

Main Problems Encountered

Wait for code from group member.

Description:

For finalisation of the highscores they needed to be saved so that on a next run the highscores are still there. For the saving part code from a different group member was needed, which was supplied later than was expected.

Reaction:

In the end it all worked out, but definitely not without some annoyance and stress.

Adjustments for the future Sprint Plans

- Have code ready earlier, so that people aren't waiting for each other.