

Sprint Reflection 2

Game: Bubble Bobble

Group: 7

User Story	Task	Task Assigned To	Estimated Effort per Task	Actual Effort per Task	Done (yes/no)	Notes
As a developer, I want to have a clear requirements document so that I have a clear vision of the product.	Create a requirements document for the new features. (Exercise 2)	Lili	Medium	1h	yes	
As a developer, I want the player to be able to fall through the floor and reappear in the ceiling.	Create the warp, as requested by our TA. (Exercise 2)	Jeffrey	Medium	5h	yes	
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 2)	Jeffrey	Easy	30min	yes	
As a developer, I want the character to move according to the laws of physics	Include better physics so jumping goes more natural, as requested by our TA (Exercise 2)	Toine	Hard	4h	yes	Physics were more difficult than expected, so only improved the jumping

	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 2)	Jim	Easy	30min	yes	
As a player, I want to be able to jump on top of bubbles.	Create the ability to jump on bubbles, as requested by our TA (Exercise 2).	Jim	Medium	2h	Yes	Changes in how it is implemented should also be changed in the requirements.
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 2)	Jim	Easy	30min	yes	
As a player, I want to be able to play more levels.	Create more levels, including levels with holes in the floor and ceiling. (Exercise 1)	Joost	Easy	1h30	Yes	Also included placement of character in level files
As a player, I want the monsters to move around and be able to jump	Create more challenging monsters. (Exercise 1)	Matthijs	Medium	2h	Yes	
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 1)	Matthijs	Easy	15 min	yes	Done by Jim
As a developer, I want good tested code.	Refactor the controller so more testing can be done. (Exercise 1)	Jim	Hard	3h	Yes	Also wrote more tests.

As a developer, I want the bubbles to float to the top of the screen and to pop after a while.	Create the movement with the bubbles towards the ceiling. (Exercise 1)	Lili	Hard	3h	yes	
	Create a timer that counts down the time until the bubbles pop. (Exercise 1)	Joost	Hard	1h30	Yes	
	Create responsibility driven design and UML document for the analysis and design phases. (Exercise 1)	Lili + Joost	Medium	15 min	yes	Done by Jim

Additional Tasks Done

Extra testing

The line coverage was a bit low in the overall project, so I went on a test hunt and increased it.

Done by: Lili, 3h.

Besides that, I also upped the test coverage when refactoring the controllers.

Done by: Jim, 1h.

Added music

The original Bubble Bobble soundtrack has been added to the game.

Done by: Joost, 1h.

Fixed monsters sprite changing direction

The sprites of the monsters did not actually change direction when moving to a different direction, they were always looking right. Now they look to the direction they move in.

Done by: Matthijs, 10 min.

Main Problems Encountered

Physics

Description: The problem with the physics was the design of our game. Therefore, it was very difficult to detect when a jump ended and the player fell down again.

Reaction: The upwards part of the jump is physically realistic now, but after that part the player just falls down with constant speed.

Adjustments for the next Sprint Plan

There was a slight problem with understanding the question when it came to the UML. We thought that it would be ok to create one large UML to show what has changed this week, but afterwards we found out that this wasn't really the idea behind the question. Next Sprint Plan we'll discuss what is really needed, and if there are any questions ambiguously worded, then we will be quicker to ask Aaron what is wanted.

Another adjustment is that we will try and release the documents as PDFs, as apparently that wasn't happening.