

## Sprint Reflection 1

Game: Bubble Bobble

Group: 7

User Story	Task	Task Assigned To	Estimated Effort per Task	Actual Effort per Task	Done (yes/no)	Notes
-	Create a ShareLatex for assignment 1 questions.	Lili	Very Easy	30min	yes	
-	Question 1.1 Derive classes, responsibilities, and collaborations (use CRC cards). This question then needs to be checked.	Joost, Lili	Medium, Easy	2h, 45min	yes	
-	Question 1.2 Describe the main classes you implemented in your project in terms of responsibilities and collaborations. This question then needs to be checked.	Joost, Lili	Medium, Easy	1h30, 45min	yes	
-	Question 1.3 Reflect if some of those non-main classes have similar/little responsibility and could be changed, merged, or removed. This question then needs to be checked.	Jeffrey, Joost	Medium, Easy	1h30, 30min	yes	
-	Question 1.4 Draw the class diagram of	Joost, Lili	Hard, Easy	1h, 45min	yes	

	the aforementioned main elements of your game. This question then needs to be checked.					
-	Question 1.5 Draw the sequence diagram to describe how the main elements of your game interact. This question then needs to be checked.	Jeffrey, Joost	Hard, Easy	2h, 30min	yes	
-	Question 2.1 What is the difference between aggregation and composition? Where are composition and aggregation used in your project? This question then needs to be checked.	Lili, Jeffrey	Hard, Easy	2h, 30min	yes	
-	Question 2.2 Is there any parametrized class in your source code? This question then needs to be checked.	Jeffrey, Joost	Medium, Easy	1h, 30min	yes	
-	Question 2.3 Draw the class diagrams for all the hierarchies in your source code. Explain why you created these hierarchies and classify their type. This question then needs to be checked.	Lili, Jeffrey	Hard, Easy	2h, 45min	yes	
As a developer, I want to have a logger that logs all the actions that happen during the game.	Create a ShareLatex file for the requirements of the logger.	Jim	Very Easy	30min	yes	Lili made the latex file, Jim wrote the requirements.
	Question 3.1 Extend your implementation	Matthijs, Toine	Hard	6h, 6h	yes	Matthijs: For

	of the game to support logging. The logging has to be implemented from scratch without using any existing logging library. Define your requirements and get them approved by your teaching assistant.					testing the logger there was found that a few methods can't be tested.
	Question 3.2 During the analysis and design phases of this extension use responsibility driven design and UML	Jim	Hard	1h	yes	
As a developer, I want to have clear and clean code.	Update the project using Aaron's comments, which include checkstyle fixes, adding javadoc comments and PMD fixes.	Jim	Easy	1h	yes	
	Motivate in our code why all the PMD, FindBugs and checkstyles that were left in the code, were left there.	Jim	Easy	15min	yes	
	Test controller as much as possible	Jim	Medium	2h	yes	