Bouble Trouble	Sprint Assignment 5						
Group 14							

User story	Task	Task assigned to	Estimated effort per task (hours)	Relative importance (A - E)	Actual effort per task	Done (yes/no)	Comments
Implement MVC pattern in Level	Implement LevelView	Hidde	2	B	2	yes	
	Implement LevelController	Hidde	2	B	3	yes	
	Implement LevelModel	Hidde	2	B	3	yes	Splitting responsbilities was fairly easy; Level's features can now be properly tested. However, implementing new design patterns took extra time
	Write description of MVC	Joris	1	A		yes	
	Create Class diagram of MVC	Joris	2	A		yes	
	Create Sequence diagram of MVC	Joris	2	A		yes	
Implement Factory pattern to Games	Implement GameFactory	Joris	2	B	2	yes	
	Write description of Factory	Hidde	1	A	1	yes	
	Create Class diagram of Factory	Hidde	1	A	1	yes	
	Create Sequence diagram of Factory	Hidde	1	A	1	yes	
Implement custom level builder	Create views for the levelbuilder	Jappie	4	A	6	yes	
	Create levelbuilderController	Cas	4	A	4	yes	
	Make a writer to write the new level to a fxml file	Cas	3	C	3.5	yes	I had some problems with the filepath
	Enable drag & drop	Jappie	4	D		yes	
	Create requirements	Cas	2	C	2	yes	
	Create the models for the levelbuilder	Cas	3	B	2.5	yes	
	Create UML & CRC cards	Cas en Jappie	3		3	yes	
Split GameController in multiple games	Split into singleplayer and multiplayer	Jappie	1	C	3	yes	
	Split singleplayer in normal and survival	Jappie	1	C	1	yes	
	Split multiplayer in duel and coop	Jappie	2	C	2	yes	

Other tasks	Edit comments on Powerups	Joris	0.5	C	0.5	yes	
	Write 5.3: Reflection	Shane	6	A	6	yes	
	Extend the testsuite	Shane	4	C	2	yes	

Main problems encountered

Levelfactory.parsePlayers hard to test

Description: In the method parsePlayers() the images for a player are set. For this the graphics need to be initialized, which is not possible on travis.
This makes testing the method impossible.
Fix: Don't test parsePlayers through travis.

Singleplayer-game not working

Description: After finishing the levelbuilder, we noticed that the singleplayer game was not working. This way it looked like the levelbuilder was not fully functioning.
Fix: We did not have enough time to fix the bug before the dealine but we will do this for next time.

Hard to organise LevelBuilder

The LevelBuilder class had a lot of functionality implemented, mainly drag and drop functionality. We never had any experience with drag and drop so it was hard to find the right way to structure this functionality. On what elements should eventhandlers be used and where not? Also it was hard to maintain the right communication between the LevelBuilderController and the elements. Especially because it was design according to the model view controller pattern.

Adjustments for next sprint plan

For the next sprint plan we are going to make more tests, as the coverage we have right now is way too low. Furthermore, we want to improve the naming of some small variable names and hopefully make the structure of the program eaier to understand.