

Bouble Trouble	Sprint reflection week 2					
Group 14						
User story	Task	Task assigned to	Estimated effort per task	Actual effort put in	Done (yes / no)	Notes
All classes necessary by the requirements should be defined using the Responsibility Driven Design principle.	Create class definitions in CRC-form	Cas & Hidde	2h	3h	Yes	We had to discuss a bit more than we had expected
	Relate class definitions to the current implementation	Cas & Hidde	2h	1h	Yes	This was easier than we thought, because the CRC cards and the actual implementation were not very different
	Argue about the implementation	Cas & Hidde	2h	2h	Yes	
	Draw class diagram and sequence diagram	Cas & Hidde	3h	2h	Yes	With some nice tools on the internet, we were able to draw the diagrams faster.
All actions in the game should be logged.	Requirements should be defined for the logging system	JnJ	2h	1:30h	yes	
	The system should be implemented	JnJ	6h	7h	yes	
	The actions in the game should be logged using the built system and following the requirements	JnJ	2h	2h	yes	
No Userstory	Describe how some of the classes use aggregation and composition	Shane	0.5h	0.5h	yes	
	Describe how we use or will use parameterized classes	Shane	0.5h	1h	yes	Misread the question when creating the task, did not describe how we will use it, but described how parameterized classes can be used in UML.
	Draw the class diagrams for all the hierarchies in te source code	Shane	1h	1h	yes	