

Sprint Reflection #4

Game: Fishy

Group: 11

User Story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A-E)	Done (yes/no)	Notes
Exercise 1: Your with is my command, Reloaded						
	1.1: Making requirements	Ricardo	0.5	A	Yes	
	1.2: Sending requirements to TA	Ricardo	0.5	A	Yes	
	1.3: Make help screen, accessible from levelstate	Ricardo	2	A	Yes	
	1.4: Change menustate to look nicer	Leon	1.5	C	Yes	
	1.5: Game pause feature	Ricardo	1	A	Yes	
	1.6: Number of fish is lower when player is bigger	Martijn	1.5	C	Yes	Changed, see extra notes.
	1.7: Whale on timer	Martijn	1.5	C	Yes	
1	1.8: Improve shield & extralife	Millen	1.5	A	Yes	
	1.9: public fields in levelstate to private	Martijn	1	C	Yes	
Exercise 2:						
	2.1: Compute software metrics on your project. Upload the resulting analysis file to the git repo. Write in the explanation PDF file where the analysis file is located.		0.5	A	Yes	
	2.2: Design flaw 1 (Data Clumps)				Yes	
	2.2.a: Explain the design choices or errors leading to the detected design flaw	Leon	1	A	Yes	
	2.2.b: Fix the design flaw or extensively and precisely explain why this detected flaw is not an error and thus, should not	Leon	1	A	Yes	

	be fixed					
	2.3: Design flaw 2 (God Class)	Millen	1	B	Yes	
	2.3.a: Where could these design flaws probably have affected your system and how you managed to avoid it.	Millen	1	B	Yes	
	2.4: Design flaw 3 (Feature envy)	Danique	1	B	Yes	
	2.4.a: Where could these design flaws probably have affected your system and how you managed	Danique	1	B	Yes	
Own assignments:						
	3.1: Testing					
	3.1.a: Testing opponents package	Danique	2	D	Yes	
	3.1.b: Testing position package	Danique	2	D	Yes	

During the sprint, we found that assignment 1.6 was wrong and thus we changed this with approval of the TA to “Game should be winnable”.

The look of the menustate was improved, but after the deadline we found out that the font and size of the text in the two “Play” and “Exit” boxes in the menu were still different. We plan to immediately change this the next sprint.

The cooperation and planning this week went very well. The last few sprints we were still finishing things a few hours before the deadline, but this week almost everyone had done the biggest part of their assigned task by Thursday and thus we had the whole of Friday to make sure everything was right.