

Sprint Reflection #5

Game: Fishy
Group: 11

User Story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A-E)	Done (yes/no)	Notes	Effort in hours
Exercise 1: 20-time, Revolutions							
	1.1: Make requirements.	Leon	0.5	A	Yes		0.5
	1.2: Send requirements to TA.	Leon	0.5	A	Yes		0.5
	1.3: High score board	Leon	3	A	Yes		6
	1..: During the analysis and design phases of this extension use responsibility driven design and UML.	Leon	0.5	B	Yes		0.5
Exercise 2: Design Patterns							
	2.1: Design Pattern 1(Factory Pattern) (Powerups)						
	2.1.a: Write a natural language description of why and how the pattern is implemented in your code.	Millen	1	B	Yes		0.5
	2.1.b: Make a class diagram of how the pattern is structured statically in your code.	Millen	1	B	Yes		0.5
	2.1.c: Make a sequence diagram of how the pattern works dynamically in your code.	Millen	1	B	Yes		0.5

	2.2: Design Pattern 2(Observable Pattern)						
	2.2.a: Write a natural language description of why and how the pattern is implemented in your code.	Ricardo	1	B	Yes		0.5
	2.2.b: Make a class diagram of how the pattern is structured statically in your code.	Ricardo	1	B	Yes		0.5
	2.2.c: Make a sequence diagram of how the pattern works dynamically in your code.	Ricardo	1	B	Yes		0.5
Exercise 3: Wrap up							
	3.1: Write an essay of approximately 1000 words on: what you have learned from SEM lab, what you have learned about yourself as a team of programmers, and how you will use this in the future of design and implement software systems. You can also consider the first version of your game for evaluation after two weeks and compare it with the version you submit as a final product.	Danique	3	A	Yes		2
Own assignments:							
	4.1: Improve Javadoc	Danique	1	C	Yes		2
	4.2: Checkstyle improvements	Martijn	1	D	Yes		1
	4.3: Fix findbugs	Martijn	1	C	Yes		2
	4.4: Change sprites from fish to HD	Martijn	1	C	Yes		0.5

