

Reflection on Sprint #1

Game: Fishy

Group: 11

User Story	Task	Task Assigned To	Estimated Effort per Task	Done (yes/no)	Notes
Exercise 1					
	1.1: Following Responsibility Driven Design, derive classes, responsibilities and collaborations using CRC cards. Describe each step and compare the result with the actual implementation.	Ricardo	2	Yes	Some CRC cards had multiple responsibilities, this should not be.
	1.2: Following responsibility Driven Design, describe the main classes that are implemented in the project in terms of responsibilities and collaborations	Ricardo	2	Yes	
	1.3: Why are these other classes less important? Reflect if some of those non-main classes have similar/little responsibility and could be changed, merged or removed. If so perform the code changes, if not, explain why you need them.	Martijn	1	Yes	
	1.4: Draw the class diagram of the aforementioned main elements of your game	Martijn	2	No	See problem #1
	1.5: Draw the sequence diagram to describe how the main elements of your game interact.	Martijn	1	No	See problem #1
Exercise 2					
	2.1: Describe the difference between aggregation and composition. Where are composition and aggregation used in your project? Describe the classes and explain how these associations work	Leon	2	Yes	
	2.2: Are there any parameterized classes in	Leon	2	Yes	Only the use of

	your source code? If so, describe which classes, why they are parameterized, and the benefits of parameterization. If not, describe when and why you should use parameterized classes in your UML diagrams				parameterized classes in the UML diagram was discussed, not the use of parameterized classes in our code.
	2.3: Draw the class diagrams for all the hierarchies in your source code. Explain why you created these hierarchies and classify their type. Considering the lectures, are there hierarchies that should be removed? Explain and implement any necessary change	Millen	3	No	See problem #2
Exercise 3					
	3.2: During the analysis and design phases of all the tasks below (exercise 3.1) use Responsibility Driven Design and UML. (Push to the repository in a SINGLE pdf file including all the documents produced)	All	2	Yes	
3.1: Scenario 1: Button clicked Given the user has launched the Fishy GUI; When [button] is clicked; Then the logger will show "[button] was clicked at ([X],[Y])";	Logger working for "Play" button	Danique	2	Yes	See problem #1
	Logger working for "Exit" button	Danique	0.5	Yes	
3.1: Scenario 2: Collision smaller enemy Given the user has launched the Fishy GUI; and the user has entered the "play" state of the game; When the player collides with an opponent with a smaller size than the player size;	Logger working for collisions with a smaller enemy fish	Danique	0.5	Yes	

Then the logger output will be “player collided with smaller enemy fish of size [enemy size], player size increases with [size], new player size is [size]”;					
3.1: Scenario 3: Collision larger enemy Given the user has launched the Fishy GUI; and the user has entered the “play” state of the game; When the player collides with an opponent with a larger size than the player size; Then the logger output will be “player collided with larger enemy fish of size [enemy size], game lose condition triggered”	Logger working for collisions with a bigger enemy fish	Danique	0.5	Yes	
3.1: Scenario 4: Winning game Given the user has launched the Fishy GUI; and the user has entered the “play” state of the game; When the player’s score is equal or larger than 500; Then the logger output will be “game win condition triggered”;	Logger working for winning game	Danique	0.5	Yes	
3.1: Scenario 5: State change Given the user has launched the Fishy GUI; When the user enters a new state; Then the logger will show “user entered state [state]”;	Logger working for “Menu” state	Danique	0.5	Yes	
	Logger working for “Play” state	Danique	0.5	Yes	
	Logger working for “GameEnd” state	Danique	0.5	Yes	

Main problems encountered:

Problem 1:

Due to miscommunication the logger was made by 2 persons. Initially the task was given to Danique, but Martijn didn't know Danique was working on it and thought that nobody had yet started it and since it was close to the deadline he decided to write it himself. Martijn had already pushed his logger to the repository, so we decided to discard the logger Danique had made. Due to this miscommunication, the assignments 1,4 and 1,5 were not made.

We are trying to prevent these things from happening again by using Slack and Trello more.

Problem 2:

Millen was not present at the TA meeting and the complete duration of the practical session on the 15th of September. After the session, he was emailed his tasks for that week and agreed to complete these. On Friday the 18th we found out that he in fact did not complete the assignments. He again was not present at the TA meeting and the practical session on the 22nd of September, despite the fact that he was told several times that he needed to be there at 9:00 because we had a TA meeting.

We will give him a warning that we would like to see him more active and do his assignments. We are also going to inform the teacher and the TA about the fact that he has not been here for 2 weeks and did not finish his assignment.

Adjustments for next sprint plan:

- Start working on the assignments immediately.