

## Sprint Reflection #2

**Game:** Fishy

**Group:** 11

User Story	Task	Task Assigned To	Estimated Effort per Task	Done (yes/no)	Notes
<b>Exercise 1: Enemy diversity</b>					
	1.1: Making the requirements for the enemy diversity	Leon	1	Yes	
	1.2: Sending the requirements to the TA	Leon	0.5	Yes	
	1.3: Add a group of fish who will swim together, like a school of fish.	Martijn	3	No	
	1.4: Add a big fish who takes up 1/3 of the screen. This fish will appear with a warning so the player can get out of the way.	Ricardo	5	Yes	
	1.5: Add a fish who moves in a sinusoid manner	Martijn	3	Yes	
<b>Exercise 2: TA's suggestions</b>					
	1.1: Make a requirements document	Leon	1	Yes	
	1.2: Sending the requirements to the TA	Leon	0.5	Yes	
	1.3: Restructure/rearrange the attributes and methods to increase code readability in Player.java. Get rid of the 8-if statements in the momentum method.	Leon	5	Yes	
	1.4: Change the player fish so the user does not lose the fish.	Martijn	1	Yes	
<b>Own assignments:</b>					
	1.1: Eliminate checkstyle in all files:				
	1.1.a: Entity.java	Danique	0.5	Yes	
	1.1.b: LevelState.java	Danique	0.5	Yes	
	1.1.c: LoseState.java	Danique	0.5	Yes	
	1.1.d: Main.java	Danique	0.5	Yes	
	1.1.e: MenuState.java	Danique	0.5	Yes	

	1.1.f: Opponent.java	Danique	0.5	Yes	
	1.1.g: OpponentHandler.java	Danique	0.5	Yes	
	1.1.h: Player.java	Leon	0.5	Yes	
	1.1.i: WinState.java	Danique	0.5	Yes	
	1.2 Write tests for the following classes:				
	3.2.a: Entity.java	Ricardo	2	No	Too busy with the implementation of the big star wars fish
	3.2.b: Opponent.java	Danique	2	Yes	
	3.2.c: OpponentHandler.java	Danique	2	Yes	
	3.2.d: Player.java	Ricardo	2	No	The player class was being refactored and was finished only a few minutes before the deadline

We had some problems at the end of the project due to a problem with the opponenthandler test and the player class. The build failed due to a musicplayer being started without opengl context. We managed to fix this before the deadline and it now works again.

We chose not to test the classes LevelState, LoseState, WinState and MenuState because this is for the most part OpenGL context which can not be tested really well, also because Slick2D is a bit annoying with this as well. Thus we decided that we would focus on all the other files and test those really good.