

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Priority (A-F)	Notes
Player can be hit by an asteroid and die as a consequence	Add "Death" screen	Zohar, Ji	2	.5	Yes	D	After working so much on overhauling the UI, this was a breeze
	Add collision detection	Thijs, Ji	3		No	C	
Player can shoot bullets, and split asteroids to a smaller size. The asteroid disappears when the smallest asteroid size is hit	Add Bullet Object	Thijs, Adrian	2	2	Yes	A	
	Add input to player to shoot	Zohar, Adrian	3	4	Yes	A	
	Make asteroids split on collision	Moshiur	3	1	No	C	
	Add sound to bullet shooting	Moshiur	1	1	No	D	
User can click on 'Highscores' in the main menu and a list of scores will be revealed	Add buttons in main menu	Zohar	3	5	Yes	C	The complete UI was overhauled, this added another 4 hours into this task, the original task only took 1. It was already done on other screens, which I could take as an example
	Make "Highscores screen"	Zohar	1	1	Yes	C	
	Retrieve data from database	Zohar, Ji	2	3	Yes	C	This ended up being done mostly together with the rest of the database. It might've been better as part of that user story
User can login from login screen with a username and password	Create database	Moshiur, Adrian	6	4	Yes	A	
	Make login screen	Ji, Moshiur	2	4	Yes	A	
	Add authentication	Ji	2	3	Yes	A	
<div> <div>Main Problems Encountered</div> <div> <div>Problem 1</div> <div> <div>Description:</div> <div>Testing started too late. This would have been catastrophic if the deadline wasn't changed</div> <div>Reaction:</div> <div>We have decided to start testing earlier from now on.</div> </div> </div> <div>Problem 2</div> <div> <div>Description:</div> <div>there were couple of times when people pushed code that broke the pipeline.</div> <div>Reaction:</div> <div>emphasis on creating new branches was established</div> </div> </div>							
<div>Adjustments for next sprint plan:</div> <div> <div>-Start testing right from the beginning as this is created</div> <div>- Don't break the pipeline; always branch out and add your feature</div> </div>							