

Reflection on Iteration # 5

Context Project: Computer Games

Group: 8

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
Multiplayer architecture	Task 1	Thijs and Joost	4 points	+/- 15 hours	Yes	We implemented a peer-to-peer multiplayer architecture with some design cues of client-server architecture
	Task 2	Thijs and Joost	4 points	+/-15 hours	No	We have implemented a form of client prediction for car location synchronization, but we need to add client prediction for other synchronization too and improve upon the existing prediction.
	Task 3	Thijs, Joost and Soheil	5 points	+/- 10 hours	Yes	Might still need some improvements.
	Task 4	Thijs, Joost and Soheil	5 points	+/- 15 hours	Yes	We implemented a client host system in which one of the clients takes the role of being the host.
User testing	Task 1	Soheil	2 points	+/- 5 hours	Yes	
	Task 2	Soheil	2 points	+/- 4 hours	Yes	The communication between driver and navigator was a really important element of the game in the user tests. We all participated in conducting the user testing.
Better graphics	Task 1	Rob & Aidan	4 points	+/- 30 hours	Yes	It took quite some time to create all textures and tilesets for the map.
Initial power-ups	Task 1	Rob & Aidan	2 points	+/- 3 hours	Yes	

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
	Task 2	Rob & Aidan	3 points	+/- 6 hours	Yes	
	Task 3	Rob & Aidan	3 points	+/- 15 hours	Yes	We encountered a problem with removing the body of the power-ups when picking up a power-up. (See main problems encountered)

Main Problems Encountered

Problem 1

Description and Reaction:

Client-server architecture turned out to be impossible, due to the nature of the multiplayer API that we use. However, due to a host-based system we managed to emulate some parts of the client-server architecture. Our peer-to-peer multiplayer implementation has the additional benefit that most messages do not have to go through the host, which reduces latency.

Problem 2

Description:

When picking up power-ups the game should destroy the body of the power-up in the game, but instead the game crashes when an attempt is made to destroy the body.

Reaction:

A temporary solution was to not destroy the body of the power-up. We will have to look in a later phase to solve this.

Adjustments for the next Sprint Plan

For the next sprint we want to focus more on testing as in this sprint we could have done more on testing the implementation. We were quite happy with the process and results of the last sprint and have made much improvement with respect to the previous one. Even though we have made a lot of progress on estimating tasks, there is still room for improvement.