

Sprint number	#5						
Game	Fishy						
Group	#27						
User Story	Task	Task assigned to	Estimated effort	Actual effort	Done	Notes	Problems encountered
Exercises	Make a sprint reflection	Sytze	1/2h	1/2h	Yes		
	Make a sprint plan	Sytze	2h	2h	Yes		For next time: user story should be put before our task description.
	Hand in requirements document.	Daan	1h		Yes		
	Implement design pattern #1 (singleton pattern) (exercise 2). There are a few places where we could easily implement singleton. Actually, we implemented it at a few places, so for this exercise we	Stefan	2h	2h	Yes		
	Implement design pattern #2 (composite pattern) (exercise 2).	Daan	4h	4h	Yes		In the end, Youri ended up implementing this as I did not understand how to do this. I did spend quite some time on figuring how to do this, but the deadline did not allow any more time for that.
	Exercise 3. Write a self reflection about our team.	Michiel	3h	3h	Yes		
	Make an up-to-date UML	Michiel	1h	2h	Yes	Took a bit more time, because of the big restyling	Took a bit more time, because of the big restyling.
Features	Hand in the deliverable	Michiel	1/2 h	1/2h	Yes		
	Balancing the game. The game is very unbalanced. By playtesting and changing certain values we can make the game	Daan	1h	2h	Yes	This was mostly fixing some minor bugs concerning the gameplay and balancing out variables to make the game overall more enjoyable	
	Write a little story why we decided to delete the guittests. Our gui tests fail on the TA's laptop, but not on ours. Also travis has Because of all these problems, we decided to remove the gui tests f	Daan	1h	1h	Yes		
	Make a pause screen. This is part of assignment 1. This screen should be shown if the user presses the pause button. The user should be able to switch back to the game. The game should be in the same state as it was before.	Sytze	3h	4h	Yes	Pausing and unpausing the game works.	Bug: Lasers disappear after pausing. (already fixed) Bug#2: The shark moves while the game is paused. (also fixed)
	Make a few options adjustable on the pause screen. This is part of If we have a working pause screen, we can start adding buttons to it	Stefan	4h	2h	Partially		I wanted to add more options, but because getting the placement right was quite difficult I didn't get it done for this sprint.
	Implementing the collision behaviours. We should first implement a few different Collision Behaviour classes. The collision method is going to be changed the way it is implemented.	Youri	3h	3h	Yes		
	Adding the implemented behaviours to the SeaObjects. The implemented behaviours should be added to the SeaObjects a	Youri	3h	4h	Yes		
	Modifying the collision algorithm in the controllers. The controller for uses the newly implemented collision behaviour correctly.	Youri	3h	8h	Yes		This created a lot of bugs which made it take a lot of extra effort. A large part of the game engine needed to be rewritten to make the collision method function properly.