

# Sprint #3 Reflection

User Story	Task	Subtask	Task Assigned To	Estimated Effort Per Task	Actual Effort (Hours)	Done (Yes/ No)	Notes
As developers, we would like to deliver a product that has 75% meaningful test coverage.	Improve test coverage	Animation Package	Adrian	2 hours	0 hours	no	Was unavailable
		Subtiles Package	Boris	2 hours	0 hours	no	Was unavailable
		Enemies Package	Boris	2 hours	0 hours	no	Was unavailable
		Entity/Spawner Package	Thomas	2 hours	0 hours	no	Did other improvements
		Entity/Tools Package	Thomas	2 hours	0 hours	no	Did other improvements
		GameStates Package	Thomas	2 hours	0 hours	no	Did other improvements
		HighScores Package	Adrian	2 hours	0 hours	no	Was unavailable
		Keys Package	Dylan	2 hours	2 hours	yes	Needs some improvements
		Players Package	Thomas	2 hours	0 hours	no	Did other improvements
		ResourceToolsPackage (Sound and Music excluded)	Thomas	2 hours	0 hours	no	Did other improvements
		Settings Package	Thomas	2 hours	0 hours	no	Did other improvements
		SinglePlayerGames package	Boris	4 hours	0 hours	no	Was unavailable
		SinglePlayerGameStates package	Adrian	6 hours	0 hours	no	Was unavailable
		Sprites Package	Lars	2 hours	0 hours	no	Exercise 3 took longer than expected
		StateManagers Package	Lars	6 hours	0 hours	no	started too late
		States Package	Lars	6 hours	0 hours	no	started too late
		Tools Package	Adrian	4 hours	0 hours	no	Was unavailable
		UI Package	Boris	4 hours	0 hours	no	Was unavailable
		ValueSettings	Thomas	2 hours	0 hours	no	Did other improvements
		Better Exception Handling	Thomas	6 hours	4 hours	yes	Needs some javadoc
		Arcade Mode	Adrian	3 hours		no	Was unavailable
		Analysis and Design Doc	Thomas + Adrian	4 hours each	4 hours	yes	
		Integration	Dylan	3 hours	3 hours	yes	
		Adapter	Boris	3 hours	3 hours	yes	
		Analysis and Design Doc	Boris + Dylan	3 hours each	3 hours (Dylan)	yes	
		Question 1					
		Question 2					
		Question 3					
		Question 4	Lars	3 hrs	4.5 hrs	yes	

## Main Problems Encountered

### Problem 1: Task Prioritization was not optimal

#### Description:

The majority of the tasks, 20 of the 29 tasks (which accounted for the 59 out of the planned 81 hours), were labeled as “High” priority. Whereas “Medium” priority tasks accounted for 5 of the 29 tasks, and “Low” priority tasks accounted for 4 of the 29 tasks.

#### Reaction:

This may have lead to a lack of prioritization (i.e. if most tasks have the same priority, it may present a problem in deciding exactly which task to do first).

### Problem 2: Unrealistic number of tasks

#### Description:

The fact that we had 59 hours of high priority tasks planned to be completed within four days, shows that we had unrealistic expectations. Each sprint we have planned an unrealistic workload but by reducing the number of high priority tasks each sprint we hope to arrive at a reachable goal.

#### Reaction:

There is always a high number of tasks that need to be completed, so to think that we could complete all the tasks within the limited amount of time is folly. But by reducing the

number of tasks in general, and focusing our limited time on high priority tasks we hope to achieve our goals. It is important to plan time for lower priority tasks, even if they cannot be completed in the current sprint, so that the team has an idea of what still needs to be completed.

### **Problem 3: Unavailable team members**

#### **Description:**

Unfortunately two of our team members were unavailable during the sprint and could not complete the tasks assigned to them.

#### **Reaction:**

We hope that the team members will be able to perform the tasks assigned to them this sprint.

### **Adjustments for the next Sprint Plan**

We will be implementing five levels of priority: A through E and we will stipulate that, for a given team member, no more than three tasks shall have the same priority, and that there must be at least one task of each priority. The idea is that this will clarify the sequence in which tasks can best be completed. We also hope to have more realistic time planned for high priority tasks.