

# Sprint Plan Reflection 2

## Sprint Plan #02 Reflection

Game: Fishy  
Group: 00

User Story	Task	Task Assigned To	Estimated Effort Per Task	Actual Effort (Hours)	Done (Yes/ No)	Notes
As developers, we would like to deliver a well tested product.	Improve test coverage	Everyone	3 hours		No	
As developers, we would like a well documented product	Analysis and design of each extension through the use of responsibility driven design and UML.	Everyone	4 hours	8 hours (Lars + Thomas) 2 hours (Dylan)	Yes	
As a player I want toggleable background music to play.	Add music	Lars	4 hours	4 hours	Yes*	*was unable to automatically merge with Master, due to conflicts, which had to be resolved manually
As a player I want toggleable sound cues to play when certain actions are performed.	Add sound	Thomas	4 hours	4 hours	No	Could not add sound to unfinished classes.
As a player I want to record my highscores	Add Highscore logic	Adriaan	4 hours	4 hours	Yes	
As a player I want to associate a 3 char nickname to my highscore	Add Highscore record in FinishLayer	Adriaan	4 hours	4 hours	Yes	
As a player I want to check my highscores	Add Highscore Layer	Adriaan	2 hours	4 hours	Yes	
As a player I want variation in fish	Add different fish	Dylan	2 hours	3 hours	No	
As a player I expect different fish to have different speeds	Make different speeds	Dylan	3 hours	3 hours	No	Just missed the deadline. There where complications with spawning and the sprite transparency
	Make entity an interface.	Boris	3.5 hours	3 hours	Yes	
	Combine Launcher and Mainframe	Boris	5 hour	5 hours	No	
As developers, we would like to have well structured code	Reduce duplicate code in layer package	Thomas	3 hours	3 hours	No	Could not edit unfinished classes

## Main Problems Encountered

### Problem 1 - Incomplete Tasks

#### Description:

There were quite a few incomplete tasks this sprint. The main reason we believe is because we wanted to do too much.

#### Reaction:

We should take on fewer tasks and focus on the high priority tasks.

## Adjustments for the next Sprint Plan

The next sprint we plan on prioritising the tasks, and dividing large tasks into subtasks so that we can collaborate better. As well as taking on fewer large tasks.