

Reflection on Sprint #1

Game: Fishy

Group: 00

https://github.com/fcbars/T2206_Group0/releases/tag/Assignment_1

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 each			Adriaan: 3 hours. Yes Dylan: 1 hour
	Improve hitboxes	Adriaan	5 hours	5 hours	Yes	Not perfect, but I see no reliable way to make it better
	Change player movement	Adriaan	1 hour	1 hour	Yes	
As users, we would like to experience a more playable game	Change enemy move speed	Adriaan	1 hour	1 hour	Yes	
	Add bubbles	Thomas	2 hours	4 hours	Yes	The bubble sprite could be improved.
	CRC cards (1.1)	Lars			Yes	
As developers, we would like to understand and appreciate the importance of responsibility-driven design, by comparing and contrasting this approach with our implementation.	Main Classes (1.2)	Lars			Yes	
	Reflection on Responsibility Driven Design Re	Lars			Yes	
	Class diagram of Main classes (1.4)	Lars	1-2 hours	5 hours	No	The amount of time needed was vastly underestimated, by which part of the assignment was not completed before the deadline
As developers, we want to have a well documented product, which means that we want to make sure how we implemented the main components is clear.	Sequence diagram of main elements (1.5)	Thomas	1 hour	1 hour	No	The sequence diagram was not fully completed.
	Aggregation and Composition classes (2.1)	Dylan			Yes	
	Parameterized Classes (2.2)	Dylan			Yes	
As developers, we would like a logger to make debugging issues easier.	Hierarchies (2.3)	Dylan	1-2 hours	3 hours	Yes	
	Implementation of Logger (3.1)	Boris	4 hours	4 hours	Yes	Implementation went correct and smooth.
	Analysis and Design of Logger (3.2)	Boris	2 hours	1 hour	Yes	The logger is represented as a single class. A UML doesn't provide much information.
As users, we would like to hear sound cues when we perform certain actions.	Add sound	Thomas	4 hours	3 hours	No	The framework has been created, but not fully implemented.
As users, we would like to hear some music	Add music	Lars	4 hours	2 hours	No	

Main Problems Encountered

Problem: Time Management

Description: Part of the assignment was not complete before the deadline

Reaction: Daily check-in:

At some agreed-upon time each day, each team member briefly gives a status update regarding their progress to the rest of the team. This way, there is more pressure to make more progress sooner, rather than later. In the event that there is a problem by which the expected progress is not being made, at least the team will be aware of the problem in time to fix it.

Problem: Poor Documentation

Description: There was poor analysis and design documentation

Reaction: The reason for the poor documentation was mainly due to time management.

So hopefully this will be improved with our improved time management.

We also decided to set time aside in our sprint plan for analysis and design. As

Adjustments for the next Sprint Plan

- Daily check-in
- More complete sprint plan, which includes time for analysis and design
- More communication
- Internal deadlines for analysis and design