Sprint Plan #1 Reflection

Game: Fishy

Group: 00

https://github.com/tcbaars/TI2206_Group0/releases/tag/Assingment_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	
	Change enemy move speed	Adriaan	1 hour	1 hour	Yes	
As users, we would like to experience a more playable game	Add bubbles	Thomas	2 hours	4 hours	Yes	The bubble sprite could be improved.
As developers, we would like to understand and appreciate the importance of responsibility-driven design, by comparing and contrasting this approach with our implementation.	CRC cards (1.1)	Lars			Yes	The amount of time needed was vastly underestimated, by which part of the assignment was not completed before the deadline
	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	
As developers, we want to have a well documented product, which means that we want to make sure how we implemented the main compontents 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 classses (2.1)	Dylan			Yes	
	Parameterized Classes (2.2)	Dylan			Yes	
	Hierarchies (2.3)	Dylan	1-2 hours	3 hours	Yes	
As developers, we would like a logger to make debugging issues easier.	Implementation of Logger (3.1)	Boris	4 hours	4 hours	Yes	Implementation went correct and smooth.
As developers, we would like the logger to be well documented, to allow for the best implementation and maintance of the logger.	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	