

# Sprint Plan #4 Reflection

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Game: Fishy  
Group: 00

User Story	Task	Subtask	Task Assigned To	Estimated Effort Per Task (Hours)	Actual Effort (Hours)	Priority (A-E)	Done (Yes/ No)	Notes
As developers, we would like to deliver a product that has 75% meaningful test coverage.	Improve test coverage	Sprites Package	Lars	2	-	C	No	Out of time / other coursework
		StateManagers Package	Lars	6	-	B	No	Out of time / other coursework
		States Package	Lars	6	-	A	No	Out of time / other coursework
		EntitySpawner Package	Dylan	2	-	C	No	I was sick and had three projects to finish before midnight
		EntityTools Package	Lars	2	-	D	No	Out of time / other coursework
		GameStates Package	Dylan	2	2	B	No	I was sick and had three projects to finish before midnight
		Players Package	Boris	3	-	A	Part	Out of Time, vacation.
		ResourceToolsPackage	Lars	2	-	E	No	Out of time / other coursework
		Settings Package	Boris	2	2	E	Yes	Done.
		ValueSettings	Boris	2	-	E	Part	Out of Time, vacation.
		Animation Package	Dylan	2	-	D	No	I was sick and had three projects to finish before midnight
		Bubbles Package	Dylan	2	-	E	No	I was sick and had three projects to finish before midnight
		Enemies Package	Dylan	3	-	A	No	I was sick and had three projects to finish before midnight
		HighScores Package	Adriaan	2	-	B	No	
		SinglePlayerGames package	Adriaan	2	-	E	No	
As developers, we would like to deliver a well documented product.	Add Javadoc	-	Thomas	12	-	D	No	
As a player, I would like the ability to consume a power-up that increases the movement speed for a limited time.	Exercise 1	Power-up requirements	Adriaan	2	2	A	Yes	
		Power-up design	Adriaan	2	2	A	Partly	
		Power-up analysis	Adriaan	2	-	B	No	
As developers, we would like to minimise design flaws within our project.	Exercise 2	Power-up implementation	Adriaan	3	-	A	No	Sick.
		Design Flaw I - Description		3	3	A		
		Design Flaw I - Fix	Thomas	3	4	A	Yes	
		Design Flaw II - Description		3	2	A		
		Design Flaw II - Fix	Thomas	3	2	A	Yes	
		Design Flaw III - Description		2	1	A		
		Design Flaw III - Fix	Thomas	2	0.5	A	Yes	Decided to leave implementing a confirmation screen for the next sprint.

## Main Problems Encountered

### Problem 1: Deadline was not reached in time

#### Description:

Several of the team members were not able complete their tasks before the deadline. This was generally due to illness, other coursework, or a combination of these factors. This resulted in a failure to deliver parts of the assignment as planned.

#### Reaction:

Although sickness can't be accounted for, the concurrency of external deadlines can be considered in the next Sprint Plan.

## Adjustments for the next Sprint Plan

As these factors have now largely passed, the next sprint should go more smoothly. These were external factors, which could be neither caused nor mitigated by adjustments to the Sprint Plan. It should be noted, however, that the work that was not completed must now be done in addition to new tasks. So, individual time management on the part of each team member will be crucial to the timely completion of the next sprint.

In general, we hope to increase our test coverage and improve our documentation in preparation for the final product to be delivered on 30/10/2015. We also hope to decrease the number of bugs in our project, by using the FindBug report. We also hope to focus more on our pull-request behaviour and improve the feedback given per pull-request.