

Sprint Reflection # 3

Game: Temple Run

Group: 9

Estimated Effort per Task scale: 1 - 5

User Story	Task	Task Assigned To	Effort per Task		Priority (A-E)	Done	Notes
			Estimate	Actual			
Exercise 1: 20-Time, Reloaded New feature: Popups	<i>Requirements document</i>	Group	1	1	A	Yes	
	<i>#40 Powerups</i>	Maarten	3	3	B	Part.	See 1.
Exercise 2: Design Patterns	<i>Pattern 1: Observable (Logger)</i> <i>#117 Refactor Logger</i>	Robin	1	1	B	Yes	
	<i>Pattern 2: Decorator (Powerups)</i> <i>#40 Powerups</i>	Robin	1	1	B	Yes	
Exercise 3: Software Engineering Economics	<i>Answering questions</i>	Mitchell	2	2	B	Yes	
As a user I want to hear a soundtrack and sound effects during the game.	<i>#30 Soundtrack: Travis fix</i>	Mitchell	2	2	A	Yes	
	<i>#42 Sound effects</i>	Mitchell	2	2	C	Yes	
As a user I want to hear the soundtrack increase speed as the game speed increases.	<i>#44 Increasing speed of soundtrack</i>	Mitchell	2	2	E	Yes	See 2.
As a user I want to see a countdown before the game starts	<i>#63 Countdown</i>	Robin	3	3	D	Yes	
As a developer I do not want users to edit their savefiles and cheat.	<i>#106 Encryption/decryption of json</i>	Mathias	2	2	B	Yes	
As a user I want to be able to save multiple games.	<i>#114 Multiple save games</i>	Mathias	3	3	B	Yes	
As a user I want to be able to change my character's appearance.	<i>#33 Character appearance</i>	Maikel	4	4	D	Yes	See 3.
As a user I want to be able to buy items with the coins I have collected.	<i>#116 Basic Shop</i>	Maikel	2	2	C	Yes	
Bug fixes and tweaks	<i>#115 Print Stacktrace to Logger instead of System.out</i>	Maarten	2	2	A	Yes	
	<i>#83 Camera perspective and light have to be tweaked.</i>	Robin	2	1	B	Yes	See 4.
	<i>#120 Memory leak when creating lots of entities</i>	Maarten	3	3	A	Yes	

Notes

1. Powerups have been partially implemented. The framework for powerups is there, but there is only one powerup available at the moment, which is invulnerability.
 - a. The invulnerability currently only works properly in Java 8u60. In this version, 3D opacity is supported and therefore you will be able to see the player through the rainbow colors.
2. Increasing speed of soundtrack is not fully implemented the way we wanted, but it works. We wanted the soundtrack to increase in speed continuously, but we decided to cut the soundtrack in a piece of about 15 seconds, and after these 15 seconds this piece is repeated, but at a faster playback rate.
3. The shop is not yet linked to the amount of coins you have/spend. You can now change skins for free, but this will change in the next iteration.
4. The camera has not been changed, but there have been added light objects to the scene. They do not move yet, but as the track is also not moving yet we didn't care to do this yet.

Main Problems Encountered

Problem 1

EndToEndTest failed tremendously in #114 multiple save games

There was a problem in the EndToEndTest in Travis. Everything ran locally, but when the test pressed "Quit" in the main menu in Travis, the build failed. We weren't able to determine where this bug came from and hacked our way around to exit the application. Once the MenuScenes are refactored in the next iteration, we will try again.

Problem 2

Deadline stress

On Friday, only half of the group was online because most of the people had other commitments. Because of this, the final part of the assignment document (the sequence diagram for which we got 1/5) was done at the last minute of the sprint.

Adjustments for the next Sprint Plan

For the next sprint we will take care of the following:

- As a result of the grades we got for planning, we will take more care planning our tasks.
 - The relative effort will be divided more equally over all group members.
 - For tasks that we have multiple people assigned to (e.g. "Group"), we will point out one responsible person.

Things we learned from this sprint

- When we've finished a feature for a specific task, it is useful to directly finish the corresponding assignments for this task (thus directly documenting the implementation/changes).