

# Sprint Reflection # 5

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
			Esti-mated	Actual			
<b>Exercise 1: 20-Time, Revolutions</b> <b>New feature: Buying soundtracks</b>	<i>Construct a requirements document for the feature and have it checked by Jurgen.</i>	Mitchell	1	2	A	Yes	See 1
	<i>#35 Changing the SoundTrack</i>	Mitchell	3	3	B	Yes	
	<i>#176 Soundtrack shop front-end</i>	Maikel	2	2	B	Yes	
<b>Exercise 2: Design Patterns</b>	<i>Explanation on Command pattern in server callbacks</i>	Maarten	1	1	A	Yes	
	<i>#167 Refactor Encryption to use streams</i>	Mathias	2	2	B	Yes	
	<i>Explanation on Decorator pattern in the En-/Decryption streams</i>	Mathias	1	1	A	Yes	
<b>Exercise 3: Wrap up - Reflection</b>	<i>Write the Reflection</i>	Group [responsible: Robin]	3	2	B	Yes	
<b>As a user</b> <b>I want to change the sound settings in the pause popup</b>	<i>#147 Sound settings in pause popup</i>	Robin	1	1	C	Yes	
<b>As a user</b> <b>I want to change the volume of the sound in the settings by moving a slider</b>	<i>#166 Fix layout of SettingsScene</i>	Maikel	2	2	D	Yes	
	<i>#175 Possibility to adapt volume</i>	Mitchell	2	2	D	Part.	See 2
<b>Bug fixes and tweaks</b>	<i>#134 Increase test coverage</i>	Robin	2		C	Yes	
	<i>#165 Refactor State</i>	Mathias	2	2	B	Yes	
	<i>#168 Create JAR for server</i>	Maarten	1	1	D	Yes	
	<i>#169 Resources not loaded in JAR</i>	Maarten	1	2	B	Yes	
	<i>#174 Resolve HighscoreServer feedback</i>	Maarten	3	4+	B	Part.	See 3

## Notes

1. This time we took more time for answering the assignments extensively, as was advised in the previous sprint. Thus, we spent more time on creating a complete CRC cards and UML overview and extensively explain the feature.
2. The back-end has been created (methods to adapt volume per player) as well as the front-end (a slider to adapt the volume) but they have not been integrated yet. This issue had a low priority, so we decided to push this to the final iteration.

3. Resolving the HighscoreServer feedback was way more work than expected. The issue was splitted in three parts, 1½ of which have been resolved during Iteration V. Instead of 1 point per sub-issue, Maarten spent 2/3 points worth of time per sub-issue.

## Main Problems Encountered

### Problem 1

#### *Resource loading unification*

The resource loading unification did not go as easy as we thought it would be. We had to take into account running from the IDE, from the JAR and from Travis. As always, Travis is the most complicated to test, as it takes a few minutes for each build to complete, and there's no easy way to debug Travis builds (e.g. checking which resources are located where, variable contents, etc.)

## Things we learned from this sprint

- Do not underestimate resolving feedback on a major feature, things might take more time than expected.
- Having more people available during the final hours before the deadline is very nice. People tried better to keep their Friday evenings free.