

Reflection on Sprint # 1

Game: Temple Run

Group: 9

Estimated Effort per Task scale: 1 - 5

User Story	Task	Task Assignee	Estimated Effort per Task	Actual Effort per Task	Done	Notes
Exercise 1	<i>1.1 New basis implementation</i>	Group	2	2	Yes	
	<i>1.2 Description of our main classes</i>	Group	1	1	Yes	
	<i>1.3 Less important classes</i>	Group	1	1	Yes	
	<i>1.4 Class diagram</i>	Maikel	1	1	Yes	
	<i>1.5 Sequence diagram</i>	Maikel	1	2	Yes	
Exercise 2	<i>2.1 Aggregation vs. Composition</i>	Group	1	1	Yes	
	<i>2.2 Parameterized classes</i>	Group	1	1	Yes	
	<i>2.3 Hierarchical class diagram</i>	Maikel	1	1	Yes	
Exercise 3: As a user I want to view an event log of all events happening in-game.	<i>#68 Logging extension</i>	Maarten	3	2	Yes	
	<i>RDD and UML</i>	Group	1	1	Yes	
As a user I want to hear a soundtrack and sound effects during the game.	<i>#30 Soundtrack</i>	Mitchell	2	4	No	One of the tests throws errors, so is not yet merged. (See Problem 1)
	<i>#42 Sound effects</i>	Mitchell	2	2	No	One of the tests errors, so not yet merged. (See Problem 1)
As a track	<i>#32 Increasing</i>	Maarten	2	2	Yes	

I get automatically moved increasingly faster.	<i>the speed</i>					
As a user I want to change the settings of my game.	<i>#36 Settings screen</i>	Maikel	2	2	Yes	
As a track I get varying obstacles added on top of me.	<i>#69 Multiple obstacles</i>	Mathias	3	3	Yes	
As a user I want the objects in the game to look pretty.	<i>#53 Textures for 3D environment</i>	Robin	5	4	No	There are severe performance issues.
As a player, I want to see a GUI that pleases my eye.	<i>#70 GUI Styling</i>	Maikel	2	2	Yes	

Main Problems Encountered

Problem 1

Error in build Soundtrack and Sound effects

We tried to implement a soundtrack/sound effects feature. The features work (even the JUnit tests pass), however, during Travis' testing phase the build keeps containing an error (which has somehow to do with the threads). Until now, we still have not resolved this issue. This resulted in lots of failing builds.

Problem 2

Error in build Textures

Again a Travis issue. The textures work, but it makes the Travis build log so long because of useless warnings (exceeding 4MB) that builds are terminated and no real test result is given. This resulted in lots of erroring builds.

Also, the performance seems to drop tremendously when using the textures. This will be revisited in Iteration II.

Adjustments for the next Sprint Plan

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

- Use Octopull tags more consistently throughout the commits and comments.
- Quicker reviewing. Sometimes, it took way too long before Pull Requests were reviewed.

- Less features. We noticed that one week time is too short for so many features. Also because the week starts at Tuesday and ends at Friday, we only had four days.
- Keep Thursday night as the deadline for (new) features, in order to keep the Friday free, so that we have enough time for reviews, merging and wrapping up our deliverables for the deadline.