

# Sprint Reflection # 2

Game: Temple Run

Group: 9

Estimated Effort per Task scale: 1 - 5

User Story	Task	Task Assigned To	Effort per Task		Done	Notes
			Estimated	Actual		
<b>Exercise 1: New feature: Savegame implementation.</b>	<i>Requirements document</i>	Group	1	1	Yes	
	<i>#71a Implement Parser</i>	Mathias	3	3	Yes	
	<i>#71b Implement Writer</i>	Mathias	2	3	Yes	
	<i>#71c Encryption/Decryption</i>	Mathias	1	0	No	See 1.
<b>Exercise 2: Refactor GUI class hierarchy</b>	<i>RDD</i>	Maarten	1	1	Yes	
	<i>#95 Implement changes</i>	Maarten	3	3	Yes	
<b>UML</b>	<i>Creating complete UML</i>	Maikel	3	0	No	See 2.
<b>As a user I want to hear a soundtrack and sound effects during the game.</b>	<i>#30 Soundtrack: Travis fix</i>	Mitchell	2	4	No	See 3.
	<i>#42 Sound effects: Travis fix</i>	Mitchell	2	0	No	See 3.
<b>As a user I want the objects in the game to look pretty.</b>	<i>#53 Textures for 3D environment</i>	Robin	3	3	Yes	
<b>Bugfixes and refactoring</b>	<i>#81 Esc button</i>	Robin	1	1	Yes	
	<i>#82 High speed bug</i>	Maarten	1	1	Yes	
	<i>#83 Camera perspective and light have to be tweaked.</i>	Robin	2	0	No	See 4.
	<i>#85 Refactor *Screen.start() methods</i>	Mitchell	2	2	Yes	
	<i>#92 Refactor popup methods</i>	Maikel	1		Yes	
<b>As a user I want a more diverse track to run over</b>	<i>#93 Add diversity to track Create different text parts which can be parsed by parser.</i>	Robin	1	2	Yes	
<b>As a player, I want to enter my name so that my save game can be personalized</b>	<i>#89 Player name</i>	Maikel	2	2	Yes	See 5.

As a player, I want to know my highest score ever obtained	#94 Local Highscores	Maarten	1	1	Yes	
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## Notes

1. Unfortunately, there was too little time to implement Encryption/Decryption. We pushed this to the next Iteration.
2. We had decided that recreating the complete UML was too much effort compared to the gain we would get. We would only create the complete UML just to have one, but this wasn't worth it.
3. We still encountered problems with the EndToEnd test. However, we're happy to announce that we got the audio working in Iteration III.
4. Robin did not manage to fix this in time.
5. The names are not saved into files on the hard disk yet.

## Main Problems Encountered

### Problem 1

#### *Error in build Soundtrack and Sound effects*

In the first iteration, we tried to implement a soundtrack/sound effects feature. The features already worked back then (even the JUnit tests pass), however, during Travis' testing phase the build keeps containing an error (which has somehow to do with the threads). Luckily, we have finally fixed this in the third Iteration.

### Problem 2

#### *Memory leak in GUI*

When running the Game, there is a huge memory leak. We think this is due to the way we render the entities. We will look at this during Iteration III.

## Adjustments for the next Sprint Plan

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

- We will try to pick only the features of which we're sure that we'll be able to finish them during the Iteration. This Iteration, there were too many features/enhancements that we were not able to finish.

## Things we learned from this sprint

- Thursday night as the deadline for new features gives a lot of peace for the last day. Friday was now just a day of reviewing, last merges and wrapping up our deliverable. We are definitely going to continue doing this.
- As a result we could take enough time for the reviews, so that we can easily finish all reviews within this day.