Sprint Reflection # 4

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			
Exercise 1: Your Wish Is My Command, Reloaded New feature: Local Highscore server	*Construct a requirements document for the feature and have it checked by Jurgen.*	Maarten	1	1	A	Yes	
	#29 High score list backend Includes: server-client, adapter in game	Maarten	4	4	B	Yes	
	#150 High score list frontend Includes: displaying the highscores get from the adapter	Maikel	2	2	C	Yes	
Exercise 2: Software Metrics	*Use inFusion inCode to analyze our design flaws*	Group [responsible: Mathias]	1	1	A	Yes	See 1
	Explain why "Data Class" is an invalid design flaw	Robin	1	1	B	Yes	See 1
	#151a Fix the "Feature Envy" design flaw	Maarten	1	1	C	Yes	See 1
	#151b Fix the "Cyclic Dependency" design flaw	Mitchell	1	1	C	Yes	See 1
As a user I want to be able to navigate through a clean Main Menu	*#140 Refactor MenuScene*	Mathias	3	3	A	Yes	
As a user I want a more varied track, and no infinite invInerability	*#148 Different obstacle layout*	Maikel	2	2	E	Yes	
As a developer I want to kill all instanceof statements	*#122 Collision Refactor*	Mathias	2	2	C	Yes	
As a user I want to be able to buy items with the coins I have collected.	*#34 "Buying" alternate appearances*	Maikel	2	3	C	Yes	
As a user I want to see the track moving.	*#72 Moving of track*	Robin	4	3	B	Yes	
As a user I want to hear a soundtrack which continously increases during a game	*#144 Refactor sound speedup Sound speedup should be continuous.*	Mitchell	3	3	D	Yes	
As a user I want to be able to enable or disable the sound effects, and	*#124 Extend Audioplayer and add settings.*	Mitchell	2	2	B	Yes	

enable or disable the soundtrack							
Bug fixes and tweaks	*#152 Bug invulnerability Bug trace: Be invulnerable > go to main menu > start new game > still invulnerable*	Robin	1	1	A	Yes	
	#145 Whitespace unification and package reordering	Maarten	1	1	*	Yes	

Notes

1. We didn't answer the questions completely enough. We could have explained our answers more extensively, but we didn't take enough time for this, this time. (In the previous iteration we planned answering the questions better.) Therefore we will plan more time for answering the questions *more extensively* next iteration (see the last topic of this document).

Main Problems Encountered

Problem 1

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 (assignment 2, the fixing of inFusion warnings) 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 testing and tooling, we will take more care of this.
  - There is an issue assigned for Iteration V that makes sure there will be more/better tests.
  - We will double-check the Travis log before handing in our code for any remaining warnings.

Things we learned from this sprint

- Since we didn't take enough time for answering the questions of the assignment *extensively* this time, we will take this into account for the last sprint by planning extra time for this.