Reflection on Sprint #2

Game: Bejeweled

Group: 33

User Story	Task	Task assigned to	Estimated effort	Actual effort (hours)	Done	Notes
As a user, I want to have an interface, through which I can interact with the game. As a developer, I want this to be done in JavaFX, so it is relatively easy to style the UI and make pretty and useful animations.	Main window and settings.	**Responsible:** Steven	1	1	Yes	
	Making sure the scoreboard and other useful information is displayed.	**Responsible:** Steven Collaborators: Thomas, Wytze	3	4	Yes	
	Make sure the board is rendered correctly and is interactive.	**Responsible:** Thomas Collaborators: Steven, Wytze	6	9	Yes	
As a user, I want to save the current game so I can continue where I left off later on.	Save the game to a save file	**Responsible:** Bart Collaborators: Ruben	3	4,5	Yes	
	Load the saved game	**Responsible:** Ruben Collaborators: Bart	3	4,5	Yes	
As a developer, I want to have a quick overview of the status of the current build.	Make sure Travis CI runs the tests and generates reports	**Responsible:** Thomas	1	1	No	Working software over comprehensive documentation

Main problems encountered

Steven's CheckStyle does not function.

Description: Running CheckStyle gave me an error that a config file does not exist, and I was thus not able to use it. Reinstalling CheckStyle did not change the outcome, and Google was no help either.

Reaction: This error has finally been fixed, there was a wrong path to the config file that checkstyle tried to use for no reason. Setting the checkstyle configuration to Sun Checks (Eclipse) fixed it. I have no clue as to why eclipse and checkstyle did this.

Tests do not run on Travis CI

Description: When we push a new build on GitHub, Travis CI does not run the tests and generate reports. It is important that Travis CI generates reports in order to get a quick overview of the current build. This reports should be added to our Github.

Reaction: During the next sprint we will make sure the tests run with Travis CI and they are added to our Github.

Merge problems at delivery

Description: During the final merging of pull-requests, something went horribly wrong, which caused the wrong version of the SaveGame class to be kept in the master. Because of this, the SaveGame class could not save, though we only noticed this in the evening on the day after we delivered our product.

Reaction: As soon as this was noticed, an e-mail was sent to the TA and the correct files were uploaded to the GitHub repository the day after.

Adjustments for the next Sprint Plan

- The tests should run on Travis CI.
- Prioritise user stories.