

Reflection on Sprint #4

Game: Bejeweled

Group: 33

User Story	Task	Task assigned to	Estimated effort	Actual effort (hours)	Done	Notes
As a user I want to be able to clearly see what is going on on the board, by means of animated gems and other events.	Fix the bugs in the animations	Responsible: Bart Collaborators: Thomas, Ruben, Steven	5	15	Yes	
As a user, I want to be able to play the game with my friends.	Make a design for multiplayer functionality	Responsible: Wytze Collaborators: Ruben	3	3	Yes	
As a developer, I want to check my software for design flaws.	Exercise 2: Use software metrics to detect and fix design flaws	Responsible: Steven Collaborators: Thomas	3	2	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	Yes	

Main problems encountered

Motivate our choices

During the last assignment, we lost a significant amount of points for not having any motivation behind our choices. So, while writing the report, we should not only state which choices we make, but also why we make them like we do.

Adjustments for the next Sprint Plan

- Motivate our choices.