

Reflection on Sprint #1

Game: Bejeweled

Group: 33

User Story	Task	Task assigned to	Estimated effort per task (relative)	Actual effort per task (hours)	Done (yes / no)	Notes
	Exercise 1: Responsibility Driven Design	Ruben Vrolijk Wytze Elhorst	2	3,5	Yes	
	Exercise 2: UML	Thomas Kolenbrander	1	3	Yes	Building a good class diagram took more time than expected
As a developer, I would like to get feedback on how the game behaves during runtime. Therefore, I would like the game to keep a log of all actions made in the game, e.g. "Player swapped gems at (x1, y1)	Exercise 3: Logging	Bart van Oort Steven Meijer	3	4	Yes	Creating the logger class turned out to be relatively easy.

and (x2, y2)."						
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Main problems encountered

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: Unfortunately, we did not solve this yet.

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.

Reaction: During the next sprint we will make sure the tests run with Travis CI.

Adjustments for the next Sprint Plan

- We should divide our tasks into smaller tasks in order to distribute them better across our team members.
- For every task one team member should be held responsible.
- The tests should run on Travis CI.