

Sprint Review #2 - VH4

User Story	Task	Task assigned to ( <b>Red</b> means the person did not work on the task)	Estimated effort per Task (All is per person)	Actual effort per Task (All is per person)	Done (yes/no)	Notes
Implement the GAMYGDALA port	Finish the implementation of the GAMYGDALA port	Sven H	8	8	yes	
Refactor the GAMYGDALA port	Refactor God classes	Sven H	4	6	no	Great improvements, but not yet finished.
	Refactor Data classes	Nordin	4	1	yes	Simpler then expected.
	Refactor huge functions	Nordin	4	4	no	It is still work in progress.
	Check if the code still makes sense	Sven H	2	4	yes	
Test the GAMYGDALA port	Unit tests	Tom / Sven H	15	10	yes	Testing is an ongoing process during the refactoring.
	Functional Test	Sven H / Nordin / Tom	20	2		We found out that is was very hard to make functional tests, because GAMYGDALA is a gaming engine which heavily relies on time and other gaming aspects. We did not have a game to test it.
Finish GOAL plugin from last sprint	Finish the plugin	Sven P / Wouter	10	10	no	Our focus wasn't on getting the calculator finished. It was on understanding, fixing and testing the GOAL code.
Work on the documentation	Make sprint plan / review	Tom	2	2	yes	
	Add missing javadoc	All	2	2	yes	
	Make architecture design	Tom	8	4	yes	
	Make product planning draft	Tom	0	8	yes	We forgot to plan this.
	Finalize product vision	Tom	0	2	yes	Some overhead from last week.
Review						We didn't have clear tasks per person during this sprint. This is because we all helped each other with coding and making the report. The plugin isn't finished because our focus was on other aspects, as stated above. The GAMYGDALA port is works, but the refactoring is still work in progress.