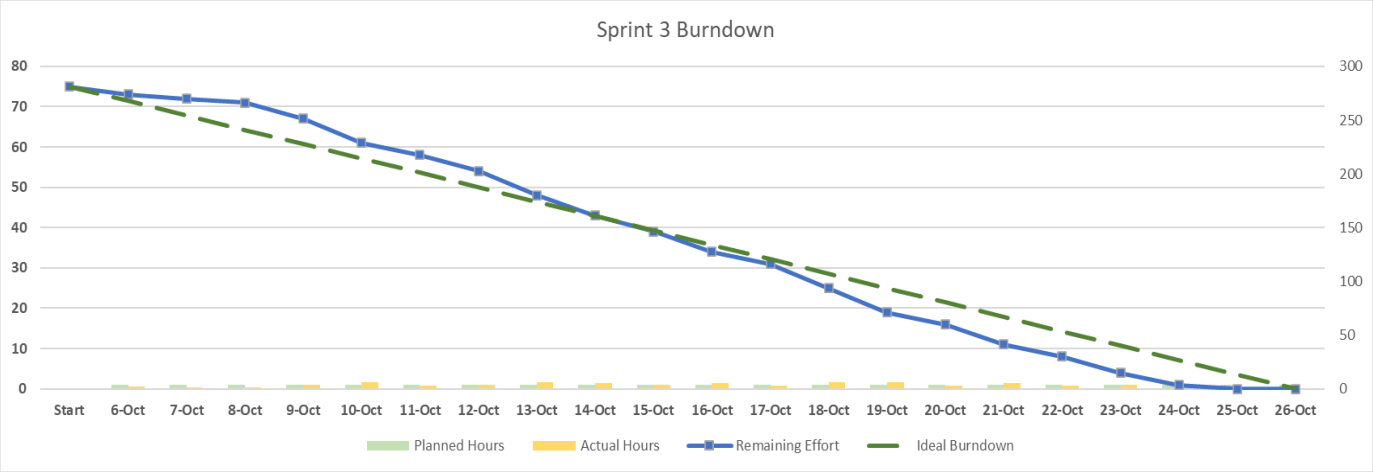
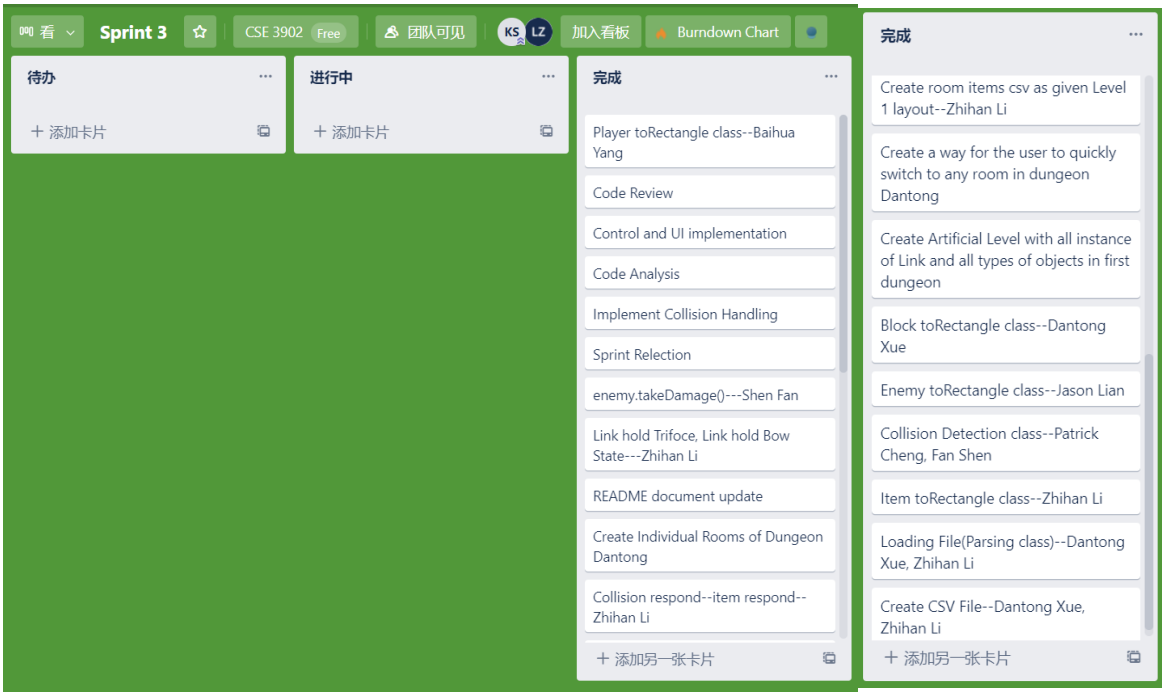
Sprint 3 Reflection

Team members: Patrick Cheng, Zhihan Li, Jason Lian, Fan Shen, Dantong Xue, and Baihua Yang (names listed in alphabetical order of the last names)

Report summarized by Dantong Xue.





Above is the plan board for Sprint 3. We will be likely to switch to another tool for project planning in Sprint 4.

This sprint is definitely more complicated than Sprint 2 as we need to actually arrange all different components into the framework that we were working on for a while. This sprint is mainly about load file and handle the collision of each two objects. Both parts required handling interaction between different types of objects in this game. Luckily for us, all the teammates contributed with efforts and efficiency. As Zhihan discussed, each teammate exchanged opinions with other teammates a lot and very frequently. Everyone made efforts to write easy-to-understand code and greatly ensured the readability. Patrick added that the discussion helped a lot when we tested around different elements in different levels.

We had a code review with Dr. Boggus this time. He mentioned several changes we should make during the review. We managed to finish all the changes before the deadline. Some of the classes might be too long for different reasons. We will be cautious in the next sprint.

Jason mentioned that although this sprint for him was mainly editing codes he wrote for Sprint2 and trying to add new functionalities, he realized that the complexity of classes can really influence the difficulties of reworking. Many new methods were added to the interface used for Sprint 2 and adding them to every classes that implement the interfaces requires lot of time. He believed that it would be more efficient if he could redesign the interfaces to have functions that were obviously going to be used in future projects in the first place. He felt that although interface was good for being generic, it clearly added more complexity to the modification of codes.

For expectation of the next sprint, we will continue to start early and have valuable discussions to boost the development. Fan also mentioned that as the codes got more related to each other, there was some time when some of the works on some functionality cannot be initiated until other classes are fulfilled in the first place. Team members need to check progress frequently in the next sprint. He hoped in the future sprints the development can become more and more intertwined.

Overall, we managed to finish this sprint with almost all if not all functionality of different levels. We will keep this pace and work on the next sprint. As we are more familiar with each other, the efficiency can be further improved.