

# Sprint Retrospective, Iteration Week 5

Context project: Bust-a-move

Group: 66

User story	Task	Responsible member	Other member(s)	Est. time	Actual Time	Prio	Done (yes/no)	Notes
<b>1. The team has to make assignment 4</b>	Code improvements   determining which to refactor	Vito		2 h	3 h	A	yes	
	Code improvements   refactoring	Vito		3 h	5 h	A	yes	Took longer than expected.
	Code improvements   writing motivation	Vito		3 h	2 h	A	yes	
	Teaming up (career mode)   Loading other levels	Jeroen		2 h	2 h	A	yes	
	Teaming up (career mode)   Continue with next level after finishing	Jeroen		2 h	3 h	A	yes	
	Teaming up (career mode)   Insert shop after level is finished	Jeroen		4 h	5 h	A	yes	

	(keep track of progress)							
	Walking in your TA's shoes (code quality)   determining scores	Omar		4 h	5h	A	Yes	
	Walking in your TA's shoes (code quality)   writing motivation	Omar		2 h	2h	A	Yes	
	Walking in your TA's shoes (enhancements)   code analysis	Antony		3 h	3 h	A	Yes	
	Walking in your TA's shoes (enhancements)   creating proposal	Antony		2 h	1 h	A	Yes	
<b>2. Project overhead</b>	Create test cases (cannon package)	Omar		3 h	3h	A	No	Tests were written but they don't cover entire package
	Create test cases (screens package)	Antony		2 h	5 h	A	No	Trying to figure out mockito to mock libgdx functions

	Create test cases (helpers package)	Antony		1.5 h	1 h	B	Yes	
	Create test cases (other packages)	Antony		1.5 h	1 h	B	Yes	
	Pull-request code review	All		6 h	1h (O)+ 1h (A)	A		
	Fix conflicting code from branch merges	All		4 h	0h (O) + 0.5h (A)	A		
<b>3. Bugfixes</b>	Remove non-render stuff from render function	Vito		3 h	1 h	B	Yes	Underlying logic was already there.
	The game sometimes randomly loads a level when you are playing a level	Jeroen		1.5 h	1h	C	Yes	
	Create abstract game screen from which multiple game screens can inherit	Antony		2 h	2 h	C	Yes	
<b>4. The player wants to go to the next level</b>	Allow looping through levels	Jeroen		2 h	1 h	C	yes	

<b>5. The player wants to see their stats when they finish a level</b>	Get time and score data	Omar		1 h		D	No	Too low priority, high priority things were enough for this week
	Show data at game over screen	Omar		1 h		D	No	Too low priority, high priority things were enough for this week

## Main Problems Encountered

### Problem 1

Description: Finding if/else/case statements to refactor took longer than expected, also refactoring them sometimes proved difficult because they were already widely used and introducing for example polymorphism requires allot of uses of the class as well.

Reaction: More time was spent on the topic.

### Adjustments for the next Sprint

No real adjustments are needed.