

Sprint Retrospective, Iteration Week 1

Context Project: Bust-a-Move

Group: 66

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
User Story 1	Task 1	Jeroen	8	12	Yes	Made an traversal function for the graph data structure, automatic detection of all the balls in the grid using hitboxes. Detection of adjacent balls of the same color. Detection of free balls that are not connected to the top.
	Task 2	Antony	2	2	Yes	Generated levels randomly and from a file
	Task 3	Vito	1	2	Yes	When a ball hits an existing ball in the grid, the ball snaps to a valid position in the grid
User Story 2	Task 1	Jeroen	2	2	Yes	Chosen to use an undirected graph
User Story 3	Task 1	Vito	2	3	Yes	Created a inputHandler class where functions can be registered on keys that are mapped to an action
User Story 4	Task 1	Vito	4	4	Yes	Created hitboxes and handles collisions with borders and other balls

User Story 5	Task1	Vito	2	2	Yes	Created a Cannon class which shoots balls
User Story 6	Task 1	Omar	3	3	Yes	Improved later by Antony
User Story 7	Task 1	Omar	4	4	Yes	Added pop animation sprite list later, used by Vito
	Task 2	Vito	3	3	Yes	Added the pop animation implementation and integration.
User Story 8	Task 1	Antony	2	3	Yes	Created music, created audio class, made calls to class
User Story 9	Task 1	Vito	3	5	Yes	Setup it, Gradle and and recommended plugins and Travis-ci
User Story 10	Task 1	All	2	4	Yes	
User Story 11	Task 1	Vito	3	2	Yes	Created the initial super basic menu screen, consisting of a start button
	Task 2	Antony	1	1	Yes	Added different buttons
User Story 12	Task 1	Omar	2	2	Yes	
User Story 13	Task 1	All	2	5	Yes	We used a hierarchical class structure, where communication should only happen downwards and generally not upwards.

Main Problems Encountered

Problem 1

Description: Getting familiar with Github and the various software engineering tools.

Reaction: Google every problem we had.

Problem 2

Description: Getting familiar with Java; developers had minimal background in OOP/Java

Reaction: Google, Stack Overflow, YouTube everything.

Problem 3

Description: Had a problem using iterators of a list when being in a for loop (BallManager.java)

Reaction: create another list and merged it after the for loop.

Problem 4

Description: No Graphical User Interface Experience: was a little bit hard getting familiar. Was somehow hard to merge all graphical parts together.

Reaction: Working hard on a lot of merging conflicts.

Adjustments for the next Sprint

Motivate any adjustments that will be made for the next Sprint.

- Try to get a better time estimation