Sprint Retrospective, Iteration Week 6

Context project: Bust-a-move
Group: 66

User story	Task	Responsible member	Est. time	Actual Time	Prio	Done Y/N	Notes
1. Anonymous peer suggestions (Untangling spaghetti)	BallGraph | Reducing nested loops	Jeroen	4 h	4 h	A	Yes	
	BallGraph | Creating more methods for partial functionality	Jeroen	4 h	4 h	A	Yes	
	BallManager | Separate edge detection from main class	Vito	2 h	2 h	A	Yes	
	BallManager | Separate ball snap from main class	Vito	1 h	1 h	A	Yes	
	BallManager | Refactor loops in update	Vito	2 h	2 h	A	Yes	
2. Software metrics	Running inCode	Omar	1 h	0.5 h	A	Yes	
	Finding flaws	Omar	1 h	0.5 h	A	Yes	
	AssetLoader | Split loading functionality into separate classes	Omar	3 h	3 h	A	Yes	

	External Duplication | Fixing or refuting flaws	Omar	2 h	4 h	A	Yes	Another flaw was fixed than planned. Took longer than expected.
	Documentation of fixing AssetLoader and ProfileManager	Omar	2 h	2 h	A	Yes	
	BallManager | Fixing or refuting flaws	Vito	3 h	4.5 h	A	Yes	Decided to spend some extra time on it to remove the lists and separate all functionalities in the BallManager. Not just the ones mentioned.
	Documentation of fixing BallManager	Vito	1 h	1 h	A	Yes	
3. Teaming up (Level select)	Redesigning main menu	Antony	2 h	3 h	A	Yes	Also includes start screen
	Creating select menu	Antony	3 h	2 h	A	Yes	
	Creating button images	Antony	1 h	1 h	A	Yes	
4. Project overhead	Create test cases (BallManager)	Vito	2 h	2 h	B	No	Test cases were created but because of the changes in the BallManager these have to be changed a bit. Some tests are ready but not in this week's release.

	Create test cases (cannon package)	Antony	2 h	5 h	B	Yes	Libgdx files are no longer an issue, also tested other packages.
	Create test cases (screens package)	Antony	4 h	1 h	B	No	Classes like spritebatch still give problems.
	Pull-request code review	All	6 h	1.5 h (O) + 1 h (V) + 1 h (A) + 1.5 (J)	A	Yes	
	Fix conflicting code from branch merges	All	2 h	0 h (O) + 0.5 h (A) + 0.5 (V) + 0.5 (J)	A		
5. Bugfixes	Check if floating balls cause problems or give points	Jeroen	2 h	4 h	C	Yes	Had some time left, so also fixed several open issues
	Shoot after 10 seconds AFTER a ball is added to the grid, not 10 seconds after shot	Omar	2 h	1h	C	Yes	Was done by Jeroen

Main Problems Encountered

Problem 1

Description: At the time of the sprint creation, the actual actions and modifications needed to solve the problems brought to light by inCode where not complete clear. Some extra time was spent on the transformation of the BallManager God class into separate classes. The amount

of changes done to this class also made it so test could effectively be created once this was done, because of this some changes to the BallManager tests are needed so they are not included in this week's release (as mentioned in the retrospective table).

Reaction: As the removal of the God class was more important, and because changes in the BallManager could potentially make BallManager tests invalid, more priority was given to the refactoring of the BallManager.

Adjustments for the next Sprint

None.