Sprint Retrospective, Iteration Week 7

Context project: Bust-a-move
Group: 66

User story	Task	Responsible member	Other member	Est. time	Actual Time	Prio	Done Y/N	Notes
1. Reduce code complexity	Create a controller class (+ respective test class) for each screen	Antony	Jeroen	6 h	2 + 4h	B	Yes	
	Try to reduce imports (aka coupling) per class	Omar		2 h		C	No	Low priority. Did the reflection.
	Try to change some static classes to regular classes	Vito		2 h	0 h	C	No	Others done that
	Make sure implemented design patterns are still conform the definitions	Vito		2 h	1 h	D	Yes	
	Fix any remaining problems from inCode	Omar		3 h	1 h	C	No	Was partially solved by the other members refactoring
2. Write more test cases (code coverage and asserts)	Game package	Antony		1 h	0.5 h	B	Yes	
	Cannon package	Vito		3 h	5 h	B	Yes	
	Cannon.ballgraph package	Jeroen		2 h	2 h	B	Yes	

	Helpers package	Antony		1 h	1 h	B	Yes	
	Input package	Jeroen		1 h	1 h	B	Yes	was not able to test actual input.
	Logging package	Antony		1 h	1 h	B	Yes	
	Settings package	Jeroen		1 h		B		
	Test cases for newly created classes and packages	Antony	Jeroen	4 h	1.5 h +2 h	B	Yes	
	Remove screens package from cobertura (test coverage calculation)	Vito		1 h	1 h	C	Yes	
3. Clean up the code	Remove TODOs	All		1 h	0.5 h (O) + 0.5h (J)	B	Yes	
	Remove commented code	Omar		0.5 h	0.5 h	C	Yes	
	Add comments to functions that have more than 10 lines	Omar		2 h	1.5 h	C	Yes	
	Remove unused variables and imports	Omar		0.5 h	0.5 h	B	yes	
	Try to fix all findbugs warnings	Vito		2 h	2 h	C	Yes	
	Add a check in every method where null can be passed	Antony		2 h	2 h	C	yes	

4. Weekly assignment	Write 1000 word reflection (optional)	All		4 h	3 h (O)	A	yes	
5. Fixing Github issues	Change difficulty level loader to an Enum and make the difficulty level not static	Omar		2 h		C	No	
	Show game statistics on game over screen	Omar		2 h		D	No	
	Change bounce area to hitbox	Vito		1 h	0 h	D	No	Was not deemed important enough
	Game over on split screen stops all games	Antony		2 h	0	D	No	
	Fix iterators of arraylists in ballmanager	Jeroen		2 h	0h	C	No	Spend more time on creating tests.

Main Problems Encountered

Problem 1

Description: Omar thought the deadline was on Sunday, turns out it's Friday.

Reaction: No reaction for now. Will read the deadline better in next courses :)

Adjustments for the next Sprint

None.