

Team 16

“Section 16”

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Sprint 2 Retrospective

1. Implemented and Working:

- Randomly generate maze
- Display a graphical representation of the maze
- Link initialize and maze activities
- Populate maze with obstacles
- Develop scoring algorithm
- Add high scores and settings tables to database
- Format questions interface to display longer questions
- Add score to high scores database
- modify database loading
- Create database class accessible by other activities
- add more questions to database

All completed tasks talk to each other with no crashes or other failures and everything works as intended.

Not implemented:

- link question interface with obstacles - No maze movement
- implement maze movement controls - We needed to have some further discussions on where and how this would be implemented so we push it back to the next sprint
- add settings changes to table - Time

2. How to improve:

- We need to determine if a task from one other will block other tasks for the other groups.
- Test all parts to make sure new features work together
- Increase full group meeting times