

Sprint Retrospective, Iteration # 2

Context Project: Pang
Group: -1

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
I want to hear music and sound effects when playing the game	Add music	Govert	3	5	Yes	It took quite some time to find a suitable music playing library
	Add SFX	Govert	2	0	No	
I want to see my final score after I die or finish a level.	Add game over screen	Jaap-Jan	2	2	Yes	
	Add Win screen	Jaap-Jan	2	1	Yes	
I want the in-game timer to not increase in speed everytime I restart the game	Fix multiple timers	Jaap-Jan	1	3	Yes	
I want to see all the actions that happen during the	Add logging system	Juriaan	1		Yes	

game in a text format.						
I want to play a new level after I have completed my current level.	Add switching to new level	Tim	1.5	1+3	Yes	1 hour was needed for the implementation, 3 hours needed to create additional tests
I want bonus points for picking up random drops which drop when balls are destroyed	Add drops that give points	Erik	2	4	Yes	
I want power-ups that drop from destroyed balls	Add power-ups	-	4	?	No	<p>Not done because this requires a lot of changes throughout code which was also being worked, to avoid mayor merge conflicts this has been postponed to next Sprint.</p> <p>The drops have however been made in such a way that with the CoffeeStar Design pattern it can easily be extended to accompass Powerups.</p>
I want to a complete document with answers for	1st	Erik Tim	6	5 + 0.5	Yes	0.5 is for merging the images into the background as decided in the assignment.
	2nd	Jaap-Jan Govert	2	2	Yes	

the assignments	3rd	Erik Jurriaan	-	2	Yes	
I want to have checkstyle and PMD integrated in the project.	Add checkstyle to maven	Jurriaan	1	1	Yes	
	Add PMD to maven	Jurriaan	1	1	Yes	