

Sprint Retrospective, Iteration #7

Context Project: Pang
Group: -1

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (Yes/No)	Notes
As a developer, i want to test the most not-tested areas of my program	Test Buttons	Erik	Erik	5	5	YES	
	Test Player	Jurriaan	Jurriaan	5	5	YES	
	Test LevelEditor (If possible)	Tim	Tim	4	6	YES	Had some troubles with the mocking of mouse positions, which were needed to test object collision with the mouse
	Test LevelIterator	Tim	Tim	2	1	NO	The only untested areas are null pointer handling and catch behaviour, which are hard to test
	Test Screens (But not LevelEditor)	Jaap-Jan	Jaap-Jan	6	4	YES	
	Test Countdown	Govert	Govert	2	2	YES	
	Test TimeSystem	Erik	Erik	2	2	YES	

	Test AudioSystem (if possible)	Jurriaan	Jurriaan	2	2	NO	
	Test HookAndRope	Erik	Erik	2	2	YES	
	Test Inputhandler	Govert	Govert	2	2	YES	
As a developer, i want proper comments.	Add javadoc to AudioSystem	Govert	Govert	1	1	YES	
As a developer, i want player.doUpdate to be more readable.	Split player.doUpdate into smaller private methods	Jurriaan	Jurriaan	2	2	YES	
As a developer, i want a to minimize duplicate code.	Make a super class for winScreen and gameOverScreen	Jaap-Jan	Jaap-Jan	2	2	YES	

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General issues:
- None