

# Sprint Retrospective, Iteration # 3

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
As a player i want to be able to play together with a friend on the same keyboard.	Implement Multiplayer	Govert	10	8	Yes	
	Use Strategy design	Govert	2	2	Yes	
As a Student i want to complete Exercise 1 - Design patterns	Implement Decoration design pattern for power-ups	Erik	2	2	No	It didn't work with the Decoration Design so this had to be redesigned.
	Describe Singleton Design pattern for logger	Jurriaan	2	2	No	Had to be changed because we needed to do either Decoration, Observer or Strategy.
	Describe Observer Pattern in the Screen-GameObject relationship	Erik	2	2	Yes	

As a Developer i want to remove Checkstyle errors.	Remove Checkstyle errors	Jaap-Jan & Tim	5	4.5	Yes	
As a Developer i want to fix the horrible if else for DropRando mizer	Fix Horrible If-else	Erik & Jurriaan	2	2	yes	
As a player I want power-ups that drop from destroyed balls	Add power-ups	Erik	8	8	yes	
As a player I want the application to not load images from disk multiple times to minimize lag	Cache images	Govert	1	1	Yes	
As a developer I want a 'better' coverage calculator	Switch to a better coverage calculator	Jurriaan	2	3	Yes	We switched to codecov.io

than the current coveralls.io						
As a TA, I want my group to have a private repo for reasons.	Make repo private	Jurriaan	1	2	Yes	Everything broke when we switched, so this needed some more time than expected.