

# Sprint Retrospective, Iteration #6

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 student i want to explain why 3 design errors occurred	Describe how the errors occurred and possibly fix them	Erik	3	3	YES	
As a player i want to correctly see how many lives i have when i start a game.	Fix the Life Counter	Erik	1	1	YES	
As a player i want to have less power-ups to make the game more difficult.	Re-balance power-ups	Erik	2	1	YES	
As a player i want to play more levels.	Add more levels	Tim	2	2	YES	
As a player i want a	Add countdown	Govert	2	2	YES	

countdown before the level starts						
As a student i want to Change the parameter of the playEffect method of audiosystem to an enum to make the TA happy.	Add Enum for audiosystem playeffect.	Govert	2	1	YES	
As a developer i want to Refactor LevelEditor to be more clear.	Remove horrible if-cases for an hash-map	Tim	3	2	YES	
As a player i want to have a method to return to menu button because i sometimes misclick.	Add a method to return to menu button	Jaap-Jan	3	3	YES	
As a player i want to see my score and only have it disappeared	Make gameoverscreen and winscreen only disappear when enter is pressed	Jaap-Jan	2	2	YES	

when i press enter						
As a user I want my default levels shipped with the JAR file to be stored in a folder where I can add/edit levels	Implement the OS independent file storage	Jurriaan	3	3	Partially	Is implemented for the logger. We are experiencing a lot of issues with the loading of classes. Somehow the getResourceAsStream fails in a jar file (which it shouldn't). And the custom levels should be handled otherwise
As a developer I want my level system to work...	Fix the level system	Jurriaan	4	6	No	See notes above
As a student i have to implement the enchantments suggested by another group	Describe how we would implement a method to handle key- and mouse-driven events better.	Erik & Govert	2	2	YES	

## GENERAL NOTES:

- TA got things wrong, made life hard.
- Currently some things do not work correctly when running from a .jar file, see Jurriaans notes