

# Sprint 2 review

## Looking at sprint 2

Modify my ship, the functionality is started. The graphics have yet to be started. Will be moved to sprint 3.

A few different weapons; The structure is done. The actual weapons are missing as well as the graphics.

Known bug: Switching weapons doesn't trigger reload properly. This should not be a problem as we will not have weapon-switching in game, but may be dealt with anyway since support for it should exist.

See a moving background; Finished

Pause my game; Finished

Known bug: Can shoot using keyboard on pause screen. This is however not an issue on android.

Different enemies: Done

## **Definition of done**

Since we work in teams, most of the code has been reviewed by the other part of the team. Some snippets have yet to be reviewed and those will have priority in the next sprint.

We have tested with approaches most matching the implementations. Classes that has the need for it, has been unit tested, while others have been graphically tested. Such as collision and correct placement of the sprite over the physical body.

We have also been looking into continuous integration testing, and have attempted to set up a service ([travis-ci.org](https://travis-ci.org)) that should build and test our project on every push to github.