Sprint Retrospective, Iteration #3

User Story	Task	Task description	Member responsible for the task	Task Assigned to	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes/no)	Priority A - E (A is highest, E is lowest)	Note(s)
Exercise 1 *The head developer wants us to think about design patterns and which could be suitable to implement into our project*	Choosing design patterns	Choose two design patterns among those that we saw in class. For each chosen design pattern, you must have a corresponding implementation in you code.	Rodrigo Matt	Rodrigo Matt	4 hours 4 hours	4 hours 4 hours	No	A	The design patterns have been chosen based on our best judgement. We aim to integrate the two chosen design pattern. The class diagrams for this are being worked out.
Exercise 2 *The client has some new requirements that he/she would like to have implemented*	Your wish is my command	In this exercise the TA gave us a new feature that must be implemented. We made up a requirements document which will be discussed with the TA.	Joost Xinyue Callum	Joost Xinyue Callum	1 hour 1 hour 1 hour	1 hour 1 hour 0 hours	No	B	The requirements document is almost composed. Since this is the less important exercise for our code, we gave it a low priority.
Exercise 3 *As a developer we want to impress our client with our ablities by adding some new cool functionality into the game and see what they think about it*	20-Time	In this exercise we chose to implement and optimize our code so there will be a working version of the game. First we discussed about what and how we want to realize it.	Joost Xinyue Callum	Joost Xinyue Callum	3 hours 3 hours 3 hours	3 hours 3 hours 0 hours	No	A	To start implementing our code we want to do it regarding the designs patterns of exercise 1. The requirements document is done and has to be checked by the TA.

Project: Zuma Deluxe
Group: Deluxe