Sprint Retrospective, Iteration #6

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 additional design patterns that could also 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	Rodrigo	6 hours	6 hours	Yes	B	
Exercise 2 *In order to improve our code the head developer has requested that we use software metrics to do so.*	Software metrics	In this exercise we will try to improve our code by using software metrics tools. Since there are not yet ten classes in our working version yet, this exercise will be restricted to the ones we have and that work at this moment.	Matt	Matt	6 hours	6 hours	Yes	B	
Exercise 3 *The previous Java Library was corrupted. In order to make sure that this does not interfere with the functionality of our game, the head developer has asked us to implement a feature to prevent this from happening*	Defensive Programming	To make sure that a corrupted library does not break our code or make the game unplayable, we will work on implementing a backup in our code.	Xinyue Callum	Xinyue Callum	4 hours 4 hours	4 hours 4 hours	Yes	B	
Exercise 4 *In this exercise we get the opportunity to impress our client by adding additional features or improving/finishing our code*	20-Time	Since we are still working on making our initial version run well, we take this time to get things sorted out and have a playable game.	Joost Xinyue	Joost Xinyue	6 hours 2 hours	6 hours 2 hours	Yes	A	Game is playable, but there are still a couple of bugs left.

Project: Zuma Deluxe
Group: Deluxe

Main Problems Encountered

Problem 1

Description:
There are still some bugs which can't really be addressed where they actually come from. Bugs known are: sometimes too many or too few marbles are being deleted when there are 3 or more marbles ordered in a sequence. Also when the marble queue changes direction (moving downward for example). The last marble sometimes moves in a different direction (if the chain is moving downward, the marble sometimes moves in horizontal direction).
Reaction:
Final delivery so no reaction.

Adjustments for the next Sprint Plan

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