**Iteration 2: Post Mortem**

**Group 6**

Our second iteration was more organized when compared with iteration 1. We used a stricter paired programming practice which involved thoroughly using our task breakdown. In addition, code refactoring was very useful for comprehension, since one of our objects (item monitor) was quite complicated and being shared among 5 people. Builds and JUnit testing were run regularly during meeting days (Tuesday before class, Tuesday during class, and Thursday during class), and this helped to create a more cohesive sharing of the source code.

Problems encountered during iteration 2 were largely due to the complicated nature of the Minecraft source code. Tracing method calls to find the origin of certain objects, and how they are passed within methods, was very difficult. However, through the use of Eclipse’s visuals and search tools, this is becoming easier. A benefit of this problem is that it has given us a much greater understanding of the minecraft source code, and we are far less reliant on online instructional videos and guides.

Regarding the third iteration, our group will need to focus more on tagging our functions with Java Docs. We will have a challenging set of user stories to accomplish during iteration 3 which will involve a more mathematical approach to our java classes. Because of this, we will need to increase the frequency of new JUnit tests.