

Sprintlog Documentation

This week we will focus on making the application bugfree and thereby we didn't take on to many sprints. We ended up with two sprints, these were fight and sound. After this we decided upon some core elements that now needed to be completed in order for the rest to work and some other things that we would do if there would be extra time, this became the last part of the sprint.

Among these things were to create java classes as tests due to the previous problems with creating tests. We have also decided to put some time on creating a better look for the game such as new artwork.

Two of the biggest bugfixes we need to work with is the save/load functionality which we've had big problems with, trying different options, and the time ticking. The time stops when the android device becomes inactive and is not connected to a development environment. Both of these are quite central to the user experience of this app and therefore we will put a lot of effort to complete them.