

Sprint Retrospective #week 1&2

Context Project: TI2206

Group: 42

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
Prepare the project	Brainstorm about project structure, including what game to make and class layout.	Everone	2h	3h	yes	
	Create requirements	Everyone	4h	5h	yes	
	Set up the git repository	Matthijs	1/4h	1/4h	yes	
	Configure Maven and Travis	Matthijs	1/2h	1/2h	yes	
Core game functionality	Setup game canvas	Wouter		2h	yes	
	Handle user input	Wouter		2.5h	yes	
	Create level System	Wouter		3h	yes	
Testing	Test Geometric classes (Circle and triangle)	Dana	3h	4h	yes	100% line coverage
	Test all classes	Dana	8h	2h	no	It was very difficult to test the other classes. I need help with this.
Implement basic elements of the game	Create the ability to shoot a rope into the air	Timo	6h	7h	yes	Required several refactorings as the project progressed
	Create a player that handles according to user input	Wouter		3h		
	Create bouncing balls	Matthijs				

	Create lives	Dana	1h	1h	yes	This was removed from final product (not in must haves)
	Create bouncing balls	Dana	2h	2h	yes	This was removed from final product (matthijs' version was better)
	Create walls and floor.	Dana	1h	1.5h	yes	
	Add collisions to in game entities	Wouter		3.5h		
	Change game canvas to bigger size and replace entities	Dana	1h	2h	yes	

Main Problems Encountered

Problem 1

Description: Dana and Matthijs worked on the same thing at the same time. (The bouncing balls) Communication between members was not always optimal.

Reaction: We decided to choose Matthijs' version, since this was a better version. And the problem was not big, since Dana learned from creating bouncing balls.

Problem 2

Description: Sterre was not happy with the lack of communication. Sometimes she did not know what task to work on, since there were no clear tasks assigned. And sometimes people started to work at things randomly at home.

Reaction: We discussed this problem with the group. Everyone agrees that better communication would be useful and we are going to improve this in the future. Creating a sprint backlog already helps a lot, because everyone knows his/her task beforehand.

Adjustments for the next Sprint

- Everyone will pay better attention to checkstyle while programming
- We will plan and communicate better