

Sprint Retrospective #week 6

Context Project: TI2206
Group: 42

User Story	Task	Task performed by	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
Testen	Util / CollisionManager	Timo	2h		no	
	Entities + fix protected variables	Wouter	8h	8h	yes	
	Level / LevelLoader & Level	Dana	8h	9h	yes	
	game package	Wouter	4h	5h	yes	
	util/ Logging test.	Dana & Matthijs	6h	4h	yes	
Code quality	Fix all checkstyle, PMD and FindBugs errors	Everyone	-	3h	yes	
	Setup Travis CI to check checkstyle, PMD and FindBugs	Matthijs	0.25h	5h	yes	PMD/Checkstyle rules not final
Menu (extension 1)	Create requirements document. (choose between 1 or 2 players)	Dana	½ h	½ h	yes	
	Write UML	Wouter	½ h	½ h	yes	
	Create test suite for menu	Dana			no	
	Implement menu	Dana & Wouter	3h	5h	yes	

	Style menu	Dana	3h	2h	yes	
Power ups (extension 2)	Create requirements document (use Decorator pattern)	Timo & Sterre	1½h	1½h	yes	
	Write UML	Sterre & Timo	2h	2h	yes	
	Create test suite	Timo & Sterre	5h	0h	no	
	Implement powerups	Sterre & Timo	8h	10	yes	The power ups Shield and ExtraRope are not yet implemented
Singleton pattern	Why and how the design pattern is implemented	Matthijs	1h	½h	yes	
	Class diagram	Sterre & Timo			yes	
	Sequence diagram	Errets & Omit			no	

Deadlines:

Maandag:

- Meeting rooms huren

Woensdag:

- Feature implementaties