

# Sprint Retrospective #week 4

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
Design patterns	Describe why and how the patterns are implemented	Timo	1/2h	½ h	yes	
	Make a class diagram on how the pattern is structured	Timo & Wouter	1h	2h	yes	
	Make a sequence diagram on how the pattern is structured	Wouter	1h	1h	yes	
Level loader	Write requirements document	Sterre	1h	1h	yes	
	Create UML	Wouter	2h	2h	yes	
	Implement the level loader using factory pattern	Dana & Sterre & Wouter	8h	10h	yes	
	Test level loader	No one	5h	0h	no	
Multiplayer and Input	Write requirements document	Timo & Wouter	1h	1/2h	yes	
	Create UML	Timo & Wouter	2h	2h	yes	
	Implement multiplayer and change input to use observer pattern	Timo & Wouter	6h	7h	yes	

	Test multiplayer	No one	4h	0h	no	We have trouble testing because of JavaFX.
Improve code quality	Get line coverage to 70%	No one	10h	0h	no	
	Testing logger	Dana	3h	6h	yes	The entire logger is not completely tested yet.
	Fix checkstyle, findbugs and PMD errors	Sterre	3h	1/2h	yes	Not all errors fixed.
Fix logger	Log to a document in the current path, NOT desktop	Matthijs	1/2h	1/2h	yes	
	Define toString methods for things that are logged	Matthijs	1/2h	1/2h	yes	

## Main Problems Encountered

We had trouble testing because JavaFX throws an error in a lot of the test we write. Dana and Sterre were coupled on for the level loader. Matthijs was assigned to help them if they would run into trouble, however, he was not present in our last meeting. Wouter was able to help them so we were able to finish the feature in time. But we did not have enough time to write tests for the feature.

## Adjustments for the next Sprint

We need to find a solution for the testing problem, so we can get up to speed with testing. Team members should clearly communicate if they cannot attend a meeting, so the other team members are aware and can adjust.