

# Sprint Retrospective - Week 8

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                                  |
|---------------------|--|-------------------|--------------------------------------|-----------------------------------|-----------------|--|
| Software Metrics    | Use inCode to compute software metrics on the project                    | Matthijs          | ½ h                                  | 4 min                             | yes             |  |
|                     | Explain the design choices or errors leading to the detected design flaw | Wouter            | 2 h                                  | 4 h                               | yes             |  |
|                     | Fix the design flaw or extensively and precisely explain why not         | Wouter            | 5 h                                  | 11 h                              | yes             |  |
| Code improvement    | Fix test naming issues   | Sterre            | 1 h                                  | 0 h                               | no              |  |
|                     | Test poorly tested classes   | Matthijs          | 6 h                                  | 3 h                               | no              |  |
|                     | Refactor useless tests   | Sterre            | 3 h                                  | 0 h                               | no              |  |
|                     | Make javadoc comments more uniform.                                      | Matthijs          | 4 h                                  | 0 h                               | no              |  |
| Game state overlays | Prettify overlays  | Timo              | 3 h                                  | 5 h                               | no              | There is a bug I could not fix in time |

|                          |  |        |      |     |     |  |
|--------------------------|--|--------|------|-----|-----|--|
|                          | Add functionality to pause menu  | Wouter | 1½ h | ½ h | yes | Menu works but is not pushed to master |
| Mid level gate           | Write requirements   | Dana   | ½ h  | ½ h | yes |  |
|                          | Create UML   | Sterre | 1 h  | ½ h | yes |  |
|                          | Create test suite  | Timo   | 2 h  | 0 h | no  |  |
|                          | Implement a gate in a level that disappears only when the first ball is totally destroyed. | Dana   | 2 h  | 8 h | yes |  |
| Ceiling                  | Write requirements   | Sterre | 0 h  | ¼ h | yes |  |
|                          | Create ceilings for all levels   | Dana   | 1 h  | 3 h | yes |  |
|                          | Create UML   | Sterre | 0 h  | ½ h | yes |  |
| Miscellaneous features   | Create different sorts of balls  | Sterre | 3½ h | 0 h | no  |  |
| Update looks of the game | Updated sprites and levels   | Timo   | 3 h  | 5 h | yes |  |