Sprint Retrospective, Iteration # 4

Context Project: Programming Life

Group: Desoxyribonucleïnezuur

User Story #	Task #	Task Done by	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (Y / N)	Notes
As a user, I want to be able to store bookmarks of visited points, As center and radius, Where center is the genome and its location, And radius is the amount of links followed from each side of the center node.	Create a seperate window where one can create, load and view the bookmarks	Martijn/ Yannick	12	20	N	There is still some time needed for a few minor changes. As the view won't automatically update in some cases and there are still a few bugs present
	Load bookmarks from different graphs (load graphs when opening bookmark)	Martijn	4	6	Y	
	Parse genomes	Toine	4	8	Y	
	Store genomes in links	Toine	4	10	N	Genomes are persistent on disk, but there is no information in Links. This also included major changes to the cache infrastructure and efficiency improvements.
As a user, I want to be be able visualize a subgraph, By giving a center node and radius of up to 500						
As a user, I want to be able to load and store, The Human2, Tomato, and 328TB files.	Store caches in separate folder	Toine	1	0	N	
Misc	Create a loading bar to show the progress of loading in a file.	Yannick	1	1	Y	
	Create an alerts system so that the user knows what went wrong in case of an error	Yannick	1	1	Y	
	Update the tests so that they compile again without errors	Yannick	2	2	Y	
	Show a minimap so that they users knows where he is	Yannick	4	0	N	
	Give File as argument and remove caches	Toine	1	1	Y	
	Creating a logger	Martijn	2	4	N	Not yet completed. After trying several API's, this is now done from scratch to suit out needs.
As a user, I want to be able to pan and zoom with the cursor (dragging) and scroll wheel (scrolling), without having to click on a node or edge.	Show graph statistics in side bar	Toine	4	0	N	
Create Drawing Datastructure.	Define class interface and stubs for node location class datastructure	Ivo/Iwan	5	5	Y	
	Implement class interface and stubs for node location class datastructure	Ivo/Iwan	(part of above)	Y	N	getting the generics to work took a lot longer than expected
	Implement drawing from drawDatastructures	Iwan	5	5	N	It is harder now we use Interfaces and Generics
	Implement method for finding which nodes/edges are at a certain location	Ivo/Iwan	5	0	N	Interface was defined too late.
	Implement method for loading new nodes when moving/zooming	Iwan	8	0	N	Didnt have drawing yet
	Use Canvas instead of groups	Iwan	3	2	N	Requires that we can find which nodes are at what location
	Make sure nodes dont overlap	Iwan	8	0	N	Didnt have drawing yet

Main Issues Encountered.

Creating the interfaces and stubs for the drawing datastructure took longer than expected

Mainly because getting the generics to work was pretty hard. We had to re-evaluate the requirements for the classes and interfaces to find a way that worked						
Handling Exceptions or unexpected behaviour on a separate (parser) thread is difficult.						
A solution could be to use the Observer pattern to notify observers about exceptions. However, this does still not allow the progammer to show alerts on the JavaFX event thread.						