**Team 03: Sprint Retrospective**

**What went well in the sprint?**

1. The team was able to complete all the user stories and was able to meet the sprint goal.
2. The team contributed towards fixing all the bugs and issues.
3. The team made a good contribution towards enhancing the design architecture by implementing design patterns across the existing code structure.
4. Following are the design patterns implemented :
   1. Factory pattern
   2. Singleton pattern
5. The code structure has been modified to remove the classes from the pain zone by introducing dependency injection.
6. Removed Jbutton action listener from the pain zone
7. Shape as an interface and sending the objects of different shapes as parameters.
8. Unit testing and integration testing have provided a good amount of code coverage.
9. The code structure has been modified into package structure.

**What could be done better?**

1. The user experience while changing the links between two nodes could have been done better by dragging the link from the source shape to the destination shape. Currently it is achieved by clicks.
2. Similarly, the user experience for the delete could have been improved by dragging the link out of the node which is currently achieved on right click.
3. Enhance the code structure by implementing some more design patterns.
4. Once the hashblock is deleted all the corresponding connections to the block are removed, but again if the hashblock is placed on the playground, the connections to the hashblock are not being stable.

**What didn’t go well and needs to be worked upon in the sprints?**

1. The loading of an empty tab needs to be removed whenever we load the saved drawing area.
2. We can have a better implementation for deleting the connection line so that it is easily identifiable on the right click of the mouse button.
3. When we create a diagram, add a shape with ‘#’, it creates a new tab, in this tab if we do not have a diagram and click on ‘translate’ it does generate the code. Now when we try to visualize this code, we find that it is not proper because of a bug in the recursive logic used to generate the code which needs to be fixed.
4. Translated code could have included the symbols of the respective blocks in each of the tabs for now we have assigned random variables for each tab.