

Sprint Retrospective, Iteration # 2

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
As a developer, I want to use software design patterns to make implementing code easier.	Pick two software design patterns (i.e., strategy, observer, decorator, Singleton) out of all the patterns described during class.	Erik	Erik	1	1	Yes	
	For each chosen pattern, make a class diagram of how the software design pattern is structured statically in your code	Rens	Rens	3	3	Yes	
	For each chosen pattern, write a natural language description of why and how the pattern is implemented in your code (and implement if not yet present)	Rens	Rens & Erik	5	4	Yes	
	For each chosen pattern, make a sequence diagram of how the software design pattern works dynamically in your code	Tim	Tim	4	0	No	Too much last minute work.
As a developer, I want to extend my game to implement more features according to what our supervisor wants	Talk to the TA to obtain a new requirement for the game	Tim	Dennis & Tim	1	1	Yes	
	Write a requirements document for the extension given by the TA	Dennis	Dennis & Tim	2	2	Yes	
	Send the requirements document to the TA for evaluation	Dennis	Dennis & Tim	1	1	Yes	
	Write tests for the requirements	Dennis	Dennis & Tim	4	3	No	This was hard to test as it draws an image on the screen every frame which cannot really be verified.
	Implement the requirements	Tim	Dennis & Tim	8	5	Yes	
	Design a UML for the extension	Tim	Dennis & Tim	4	3		

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As a developer, I want to improve the game	Write a requirements document for the improvement, and send it to the TA for approval	Rens	Erik & Rens	2		Yes	
	In design phase use responsibility driven design, design a UML diagram and push that in 1 pdf file to github	Rens	Erik & Rens	5			
	Implement improvement's required	Rens	Erik & Rens	8	8	Yes	
As a user, I want to be able to play the game without bugs	Fix all checkstyle errors/warnings	Dennis	Dennis	2	3	Yes	
	Fix all findBugs errors/warnings	Gijs	Gijs	2	0	No	
	Write JUnit tests for at least 80% coverage (excluding GUI)	Gijs	Gijs,Dennis	6	9	Yes	
	Fix PMD errors/warnings	Gijs	Tim & Gijs	2	0	No	There were too many last-minute changes to fix these PMD issues. The code changed too much on the last day (see problem #1)
As a developer, I want to have all of the tasks in one place and to be able to mark them as completed.	Move all of the tasks described above into issues.	Erik	Erik	1	1	Yes	

Fixed adjustments:

The target test coverage is still set on 80% because we had one more week to do this.

Issues this week we're always assigned. This was done using git Flow for a better view of the project.

Main Problems Encountered

Problem #1: Finish improving code on the last day

The code improvements we're done on the last day of the sprint. The problem was that we still had to test it and write the design patterns about the code. This could not be done before the code improvements we're finished.

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Adjustments for the next Sprint

- Code improvements should be done before the last day.