

User story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
Play Naval Battle against a computer.	Task 1: Generate ships at random positions on the board keeping constraint.	Mahira Glenn Pravesha	1 hour	1 Hour	No	We spend some time to try to get this working, but we didn't manage to get it working. We are on a good track. This will be shifted to the next sprint.
	Task 2: Mark locations which are already touched.	Mahira Glenn Pravesha	1 hour	2 Hour	Yes	This requirement is done. A square that has been shot will appear black.
	Task 3: Verify whether ship is touched, if so player can touch another block, else computer turn.	Mahira Glenn Pravesha	0.5 hours	1 hours	No	The computer doesn't work yet, although, the player is able to shoot multiple times. So right now, because the computer cannot shoot, you are able to shoot infinite times.
	Task 4: User able to click one of the block when his turn.	Mahira Glenn Pravesha	0.5 hour	0.25 hour	Yes	The user is able to click one of the blocks when it is his turn, although, it is always the turn of the player right now.

	Task 5: The player shall be able to see the board of the opponent and the board of the user side by side.	Mahira Glenn Pravesha	1 hour	1.5 hour	Yes	You are able to see the opponents grid. We have implemented this with JavaFX, using squares (rectangles).
	Task 6: Upon launching display board (grid of 10 by 10).	Mahira Glenn Pravesha	1 hour	0.75 hours	Yes	We used java FX to show a board with Hbox and Vboxes. A problem we encountered was that the JavaFX library was not imported, but obviously we fixed this in a short amount of time.
	Task 7: Display 5 ships on the 10 by 10 grid.	Mahira Glenn Pravesha	1.5 hours	2 Hour	Yes	We are able to place the 5 ships. We had some struggle adding two ships of 3, but have solved this using an ArrayList.
	Task 8: The player shall be able to play against a remote.	Mahira Glenn Pravesha	1 hour			Remote is now using random moves only, there is no intelligence.
Store high scores.	Task 1: The game shall allow a new player to register	Jeroen Yash	2 hours	2 hours	Yes	Checks if user exists , if not register.

	Task 2: Player authentication	Jeroen Yash	2 hours	2 hours	Yes	Checks if user details match database data by accessing and verifying
	Task 3: Set up the remote database.	Yash	4 hours	3.5 hours	Yes	Used MySQL workbench and a jdbc driver to connect to the database. For the first sprint the database can register users and authenticate users.
	Task 4: Store new score in database	Jeroen Yash	1.5 hours	-	No	We didn't manage to do this problem and we've decided to push it forward

Main problems Encountered

Problem 1.

Description: We were not able to store the new score in the database because we didn't have enough time to do this.

Reaction: We've decided to push this requirement one sprint forward, so we will add this to print 2. In sprint 2, this will have a high priority.

Problem 2.

Description: We were not able to resolve the PMD DataflowAnomalyAnalysis error in the MainClass caused by the lambda "event ->".

Reaction: We have chosen to temporally suppress this warning for the sake of our pipeline. But we are determined to figure this out before our next release.

Adjustments for the next Sprint Plan: For the next sprint planning we will not underestimate the amount of time it takes to figure something out, and therefore plan less ambitiously. This has caused in the current sprint planning that not everything is completed.