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Sprint Retrospective (Group 9 / Blotto Beats)

Tasks Implemented

Implemented and Working

- Create a Windows client to access the features of the program.
    - The client works well and has the ability to access all features currently implemented.
- Upvote or downvote randomly generated songs when the up or down thumbs buttons are pressed.
    - When the upvote / downvote buttons are pressed, the server gets a message and updates the song's score accordingly.
- Exit and minimize buttons on the client.
    - There are working exit and minimize buttons on the client.
- The ability to resize the client with the mouse wheel.
    - The client's size can be increased or decreased using the mouse wheel.
- Open a settings menu to customize the variables that will be using to generate a song.
    - You can press the settings button to bring down a dropdown menu with the ability to change the song's tempo and seed.
- Client can sends the server a message whenever a song has been upvoted or downvoted, and can retrieve information about the global upvotes/downvotes of a song from the server.
    - Client initiates a TCP connection with the server. Messages are encapsulated as serializable objects and sent over TCP as a stream of bytes. The server interprets the object and decides what to do with it.
- The server stores the score and details of a song, as well as the number of upvotes and downvotes from users.
    - The seed and all the information needed to generate the song, along with the up- and downvote score, are stored in a MySQL database.
- Be able to generate a basic song based on the variables either provided by the user or that have been randomly generated.
    - The generator took the list of parameter sent to it by the client and utilized that information to create a digital representation of a basic song (aka a series of chord progressions) in the form of a Song class which it passed to the songOut

class for further use.
- Transform data from generator output into a playable format
    - The songOut class took an instance of the Song class that was generated by the generator class and utilized a midi library to output the data into a playable .mid file

Implemented and Not Working

- Hear a randomly generated song when the play button is pressed.
    - The play button generates a song based on the parameters passed in. It does not currently generate it randomly, and does not play the song.

Not Implemented

- None

How to improve

- We could have more attendance at meetings.
- We should follow better coding standards.
- We should split up tasks into smaller chunks to allow better distribution of work among teammates.