

# Sprint Retrospective, Iteration # 4

Context Project: Tetris

Group: 11

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
The user wants a stable game	Improve testing (increase code coverage)	Sebastiaan/Pascal	6	6	Yes	Upped the code coverage to 65%. Should still do ui testing though.
	Solve checkstyle warns	Sebastiaan	1	1	Y	Solved all warnings.
	Code Improvement	Sebastiaan	6	3	Yes	Degodded the controller class, extracted private classes, improved docstrings.
The User want a centered preview tetromino	Center the previewPane	Karel+ Robert	8	12	yes	The idea we had was good, implementing it in the right methods etc. took a lot of trial and error
	Write tests, including overall Pane	Karel+ Robert	6	0,5		
	UML and Sequence for Adapter+Documentation	Karel+ Robert	~	4	yes	
The user/develop	Describe the Singleton design pattern	Karel+ Robert +Pascal	2	1	no	Not yet implemented Singleton

ers need documentati on about the logger	Design the UML	Karel+ Robert + Pascal	1	1	no	
The user wants a game that looks nice	Implement a highscore class	Bas	3		Yes	
	Saving highscores in a xml file	Bas	2		Yes	KeyBindings where implemented using the KeyEvent enum. For saving to XML it was easier to store this as an integer. Therefore some existing code had to change causing the implementation of this feature to cost a little more than than expected.
	Make a highscore menu	Bas + Pascal	4	3	Yes	Had some issues with JavaFX thread when displaying the prompt name screen.
The player wants to save and view their highscore						

## Main Problems Encountered

### Problem 1

Description: Absence of Singleton

Reaction: We have to build it next week

## Problem 2

Description: Opening the highscore name dialog gave an `IllegalThreadStateException`

Reaction: Quick fixed this. Still don't know how and why this happened. We should look further into this next sprint.

## Problem 3

Description: LoggerTests failing, messing up the Travis build history

Reaction: This is a really nasty issue. We have put a lot of effort into it trying to fix it but without any luck. The Logger tests (read/write log info) are dependent on their execution order. It seems like Travis CI executes these tests in a different order than the test runner does locally.

Therefore these tests pass in a local environment but fail on Travis. More about this issue here: [StackOverflow](#)

## Adjustments for the next Sprint

This sprint we encountered a couple of issues that took a reasonable amount of time to fix. We did not take into account the time to fix these issues. Next sprint we should add 20% to 25% extra time to each task that implements a new feature.

We learned from this sprint that it can be very effective to work together on a task. Still we should be cautious that we keep communicating. This will keep the whole process efficient.