

Sprint Retro, Iteration # 5

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort	Done	Notes
The user want a game without bugs	Get code coverage up to 60%	Bas	Karel	6	6-8	Yes	Got it up to 73,6
	Code Improvement- refactor if/case statements	All members	All members	10	8	9/10	
	Fix IllegalStateException exception when restarting the game after being game over	Pascal	Sebastiaan	3	3	yes	The tick thread can't make direct calls to the javafx thread. Instead queue the tick event with platform.runlater
The user want music features when playing the game	Play the Tetris theme song when the user starts a new game	Sebastiaan	Pascal	3	3	Yes	
	Play a sound when the player performs a rotation/movement on the falling Tetromino	Sebastiaan	Pascal	3	1	Yes	Attempt method had to be rewritten
The user wants a Singleton design pattern	Describe the logger's use of the singleton design pattern	Karel	Sebastiaan	1	1	yes	The description will be delivered via slack.

The user wants a list with keybindings, not a combobox	Replace keybindings combobox with tableview	Bas	Sebastiaan	2	2	yes	
The user wants to bind only one action to a key	Catch attempts to bind multiple actions to a key	Bas	Sebastiaan	1	1	yes	KeyBindings.put() has a condition for the key not being present.
The user wants to review another game	Grade the code quality according to the rubrics. You have to deeply detail the reasons for your choices.	All members	Everybody	10	8	yes	
	Propose meaningful enhancements to the other's group codebase. Meaningful enhancements are, for example, based on design patterns and design principles. These enhancements must be worth 30 points for a weekly assignment	All members	Everybody	5	8	yes	
The user wants to pause the game	Pause the game when the pause button is pushed	Karel	Robert	8	6	Yes	
The user want the tetromino to be able to turn when it is next to a wall	Create wall kick tetromino function. When when the tetromino is next to a wall it will still be able to turn and it will push itself away from the wall	Robert	Karel	3	2	yes	

The user wants a botmode	Insert botmode in UI	Bas	Sebastiaan	2	2	yes	
	Create random bot	Bas	Sebastiaan	4	4	yes	

Context Project: Tetris

Group: 11

Problems:

- While making additional test we saw that the views take on a large amount of the code coverage. So I thought i'd give it a try to test them. This was actually a little harder than i thought. I've tried testing it with additional frameworks (testFX, jemmyFX), but due to my limited java knowledge and little documentation this didn't work out for me. I've also tried running the view in my test. But this didn't work (multi thread problems). Then i tried running it from another thread... this got it running but i couldn't test anything because it was in another thread. So i spend a lot of time trying but nothing worked...

Tips:

- More daily communication (daily standup)
- Better sprint planning (i've learned that making everyone responsible for one task is like making no one responsible...)