# Sprint Retrospective, Iteration #1

Project Group 8

| User Story | Task | Assignee | Estimated Effort | Actual Effort | Done? | Notes |
|---|---|---|---|---|---|---|
| Start + Play Game | Game shows a grid on the board | Imko | 2 | 1.5 | Y | |
| | Initial length is x amount of squares | Imko | 0.5 | 1 | Y | If the board size becomes too small (or the snake size too big) then the snake size will need to be adjusted |
| | Snake moves upwards if no user interaction | Imko | 1 | 1 | Y | |
| | Snake's initial position at bottom left | Imko | 0.5 | 0.5 | Y | |
| | The player can move the snake via WASD | Imko | 3 | 4 | Y | Input can sometimes be overridden when pressing a lot of buttons in the same frame. |
| | The game can be paused and resumed | Imko | 1 | 1.5 | Y | |
| | A background sound is played while the game is playe | Sina | 1 | 1 | Y | More songs will be added. |
| | A background sound gets played on the login menu | Sina | 1 | 0.5 | Y | |
| | Sounds are stopped when the user dies. | Sina | 0.2 | 0.1 | Y | |
| | The high scores of each individual player is stored | Marina, Chaiwon | 2.5 | 3 | Y | |
| Register + Authentication | Set up Database | Chaiwon, Marina | 2 | 3 | Y | |
| | Authenticate username and password | Sina, Johan | 2.5 | 4 | Y | |
| | Prepared statements are used to prevent injections | Sina, Imko | 1 | 1 | Y | |
| | JDBC driver is used to connect to the database | Sina | 2 | 1.5 | Y | Use JDBC instead of Spring framework, although we started with Spring. Did this as Spring was slowing everything down. |
| Eat Snack | Length increases by one when eating snack | Imko | 1 | 1.5 | Y | |
| | Score of player increases when eating snack | Imko | 0.5 | 0.5 | Y | |
| | New snack will spawn on board | Imko | 1 | 2 | Y | |
| Stop Game | Game ends when snake hits itself | Imko | 1 | 1 | Y | |
| | Game ends when snake hits wall | Imko | 1 | 0.5 | Y | |
| | User is able to start new game after dying | Imko | 2 | 1.5 | Y | |
| | After each play, the top 5 high scores are shown | Marina | 1 | 2 | Y | Centering of text in window is done with glyphlayout, there might be a more efficient way |
| | The level is reset after the game ends | Imko | 0.5 | 0.5 | Y | |

## Main Problems

**Problem #1: Project Configuration**

We ran into quite some issues while setting up the project and having it run properly (especially on Mac). Furthermore configuring the database took longer than expected due to some unexpected issues.

**Problem #2: Authentication Platform**

Initially we used the Spring framework for the authentication part. Since it has a lot of unnecessary extra functionality and overhead for setting up, we decided to not use this framework.

**Problem #3: Play-text field only works on Windows**

After logging in, a screen with a text field displaying "Start Game" is visible which has to be clicked to start a new game. Since it is not a button, however, it only works on Windows at this point. The issue is currently solved by adding that the space bar achieves the same functionality.

## Adjustments for the next Sprint Plan

**Adjustment #1: Work Distribution**

Currently the implementation/coding tasks are unequally distributed, as the tasks of the other exercises of Assignment 2 are split between the group as well. However, we want to split the implementation tasks more evenly in the future.