Sprint Retrospective, Iteration #2

Project Group 8

User Story	Task	Assignee	Estimated Effort	Actual Effort	Done?	Notes
User Experience	Add Death Sound	Marina	0.5	1	Y	There was an issue with checking when a user dies so the sound didn't work. Fixed.
Multiplayer&AI Mode	Refactor to use a game class which holds players	Imko	3	2.5	Y	
	Check for collision between players	Imko	0.5	0.5	Y	
	Adjust GameScreen to accomodate two players	Imko	2	2.5	Y	Should still be refactored to use two different classes
	There is an individual score	Imko	0.5	0.5	Y	
	Player 2 can move using the arrow keys	Imko	1.5	1.5	Y	
	Create VsAIClass which is the superclass of all AIs	Sina	1.5	1.5	Y	
	Create a basic static Snake AI which will be further de	Sina	1	1.5	Y	
	Create AI Lewis with Hamilton algortihm	Sina	5	0	N	
	Create AI Kevin with BFS	Sina	3	1	N	
	Create game hierarchy	Imko	4	3.5	Y	
Settings Screen	Added a settings screen	Imko	1	1.5	Y	
	Added option to disable grid	Imko	0.5	0.5	Y	
	Added option disable walls	Imko	0.5	0.5	Y	
Quality of life	Refactor screen classes to use abstract superclass	Imko	3.5	3	Y	
Walls without level	Create initial level class	Imko	3	2.5	Y	
	Create level hierarchy	Imko	1.5	1.5	Y	
	Create validate method for level classes	Imko	2	2.5	Y	

Issues

Problem #1: Winter Blues

(apart from Sina) everyone feels quite sad

Problem #2: Gradle

Gradle and Jacoco weren't working but we managed to fix it

Problem #3: Mac Snack Issue

Whenever a snack was eaten, it didn't always disappear. Fixed.

Adjustments for the next Sprint Plan

Adjustment #1: Design Patterns

Barely any design patterns are used but we would like to improve on that.

Adjustment #2: More meetings

We realized that it would be helpful to have some more meetings/more time to work on the project together.

Adjustment #3: GUI

The GUI so far doesn't live up to our standards yet and even though it doesn't carry much weight in the grading we would like to make it look better.