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CSCE 315 – Project 2 Retrospective

Time was the biggest issue our team faced during sprint 1. We simply did not give ourselves enough time to work on sprint one and were forced to work through the night. The fact that spring break just ended played a big part in this. We did manage to finish most of the tasks listed on our sprint one backlog and brushed up on a few if we had the time.

As we worked on the player class we did in fact plan very well for it. Everything we need from a basic player was created and is fully functional. Of course, the AI support has not been added to the class yet because we intend to save this for our last sprint.

As we worked on the game manager class we noticed some things were missing that were required to play the game. For instance, we need to add a variable to keep track of each players score. This is important so we can decide who the winner is at the end of the game. We did however complete many of the tasks drawn out in our backlog. We that handling player moves, checking the validity of the move, checking if the game is over, resetting and creating a new game, and many other functions listed on the backlog. There are a few that need to be updated because we were still a bit unsure of how to incorporate the GUI into our game since it is a new concept to us.

The final two classes seed and board, were combined into a single Board class that used an array of integers to mimic the seeds. This turned out to be very efficient and is fully operational in our game. The last thing to correct is an out of range error when we try and print the board.

We plan to improve our teamwork by being better organized, continuing our meetings, and creating a detailed backlog that reflect the previous updates and the new tasks to come.