

# SPRINT RETROSPECTIVE, ITERATION 3

SEM GROUP 45

Requirement	Task assigned to	Estimated Effort per Task	Actual Effort per Task	Done (Yes/No)	Notes
Component diagram	Nick Ouwerkerk	2 hours	5 hours	Yes	This diagram was especially hard since we didn't clearly follow a certain architecture, so I had to spend a lot of time researching how to make a component diagram and learning about the different architectures
Documentation design pattern	Nick Ouwerkerk	3 hours	4 hours	Yes	During the making of this part we changed some of our patterns, so I had to redo some parts which costed some extra time
Goalscoring and finishing game transition	Jurriaan Buitenweg	5 hours	6 hours	Yes	I had some setbacks with movement testing
GUI improvement, sound and textures	Maciek Styzeń / Pablo Biedma	10 hours	8 hours	Yes	
AI opponent	Maciek Styzeń	5 hours	3 hours	Yes	
aiController testing	Veerle Loykens	3 hours	3 hours	Yes	
Adapting database	Veerle Loykens	4 hours	2 hours	No	This was decided just before the end of this sprint so not everything is done yet

**Main problems encountered:**

*Problem 1:* Better communicating when working on something.

Sometimes it happened that someone was working on a certain part of the game when the other weren't aware which led to some skewed time division between teammates. This was done much better this sprint, but we can still improve on this part.

*Problem 2:* Fixing CheckStyle immediately.

Sometimes we forget to fix CheckStyle issues when working on our code, which gives us some extra stress having to fix them last second. We should fix these issues when working on the code.

**Adjustments for next sprint plan:**

- Keep the scrumboard more up-to-date.
- Better communication when working on game.
- Give more feedback on each others work.