

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 | 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 |
| GUI improvement | Pablo Biedma | 4 hours | 5 hours | Yes | |
| AI bug fix | Pablo Biedma | 1 hour | 1 hour | Yes | |
| Game end screen | Pablo Biedma | 8 hours | 5 hours | Yes | |

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.