SPRINT RETROSPECTIVE, ITERATION 2

SEM GROUP 45

Requirement	Task assigned to	Estimated Effort per Task	Actual Effort per Task	Done (Yes/No)	Notes
Sequence diagrams	Nick Ouwerkerk	3 hours	3 hours	Yes	Making the diagrams itself was not that hard but researching how to make a sequence diagram and validating the diagrams I made took some extra time
Class diagram	Nick Ouwerkerk / Maciek Styzeń	3 hours	3 hours	Yes	This was not very easy but went mostly as expected
Refactoring and changing design of authentication	Pablo Biedma	6 hours	6 hours	Yes	
Add sign up option	Pablo Biedma	4 hours	4 hours	Yes	
Reset puck after scoring a goal	Jurriaan Buitenweg	6 hours	8 hours	Yes	It is done, it just needs to be transferred to the new project structure
Show score while playing	Jurriaan Buitenweg	6 hours	8 hours	Yes	The whole structure of the program changed, because of this I was not able to finish the task because everything I made had to be transferred. This feature was not part of the deadline though
Database testing	Veerle Loykens	6 hours	40 hours	No	I got stuck with some frustrating errors but I fixed them
Refactoring game code	Maciek Styzeń	20 hours	5 hours	Yes	
Make alpha version game (paddle movement, collisions, pitch, loading textures)	Maciek Styzeń	10 hours	20 hours	Yes	

Merging two projects	Maciek Styzeń	5 hours	2 hours	Yes
Refactoring database controller and adding factory pattern	Maciek Styzeń	1 hour	2 hours	Yes
Updating and improving scrumboard	Nick Ouwerkerk	1 hours	2 hours	Yes

Main problems encountered:

Problem 1: Low test coverage.

Because we first made most of the core game first, we had a low test coverage and we had fix that towards the end of the sprint.

Problem 2: Building locally.

Some of us had a few problems building and running the project locally. These problems are fixed for us but we should check more often if are project builds so that we can act immediately if needed.

Adjustments for next sprint plan:

- Keep the scrumboard more up-to-date.
- More testing during production of game.