Sprint retrospective #1 Group ubiquitousbroccoli

User Story	Task	Task Assigned to	Estimated Effort	Actual Effort per task	Done	Notes
As an user I want to be able to start a level.	- Create notion of level in game logic - Start level on opening of front-end - Create game board for a level with a tile system - Display game board in front end	Christian Earth Fabian	8	- 2 - 1 - 2 - 3	Yes	
As an user I want to be able to control the receptors	- Create notion of receptors, balls and rails in game logic - Allow these individual entities to be rendered on the front-end - Implement balls traveling over rails - Implement rendering of integrated entities - Implement vanishing of balls in the slots and marking of the receptor if it is completely filled with balls of the same colour	Fabian Bas Matthijs	20	- 3 - 4 - 4 - 3 - 2	Yes	
As a developer I want to be able to spawn balls	- Create the notion of nexus in game logic - Display nexus on game board in front-end - Implement spawning of balls - Implement traveling and bouncing of balls on the nexus	Earth Christian Bas	10	- 1 - 6 - 6 - 3	Yes	Huge delay due to struggles with IDE
As an user I want to be able to win/lose the game	- Implement vanishing of balls in receptor when all balls have the same colour - Create and display time counter for the current level - create and display counter for nexus - Mark the game as lost if one of the counters expires - Mark the level as won if all receptors have been marked at least once	Matthijs Fabian	10	- 2 - 2 - 2 - 1 - 2	Yes	

Main Problems Encountered

Problem 1
Description: Bas was sick for a three days.

Reaction: His tasks were taken over by the rest of the group members, until he was not sick anymore.

Problem 2
Description: Earth had trouble setting up his IDE (both Eclipse and IntelliJ)

Reaction: Tasks were partly taken over by the rest of the group members.

Problem 3
Description: Earth and Bas had trouble with certain classes or imports not getting recognized by intelliJ.

Reaction: They eventually found out it was gradle causing the problem. They forgot to build.

Problem 4
Description: Matthijs and Bas encountered a problem with testing. If they ran a test they got the following error:

```
"C:\Program Files\Java\jdk1.8.0_144\bin\java" ...
⊞Exception in thread "main" java.lang.NoClassDefFoundError: org/junit/platform/commons/logging/LoggerFactory <6 internal calls>
  Caused by: java.lang.ClassNotFoundException: org.junit.platform.commons.logging.LoggerFactory
      at java.net.URLClassLoader.findClass(URLClassLoader.java:381)
      at java.lang.ClassLoader.loadClass(ClassLoader.java:424)
      at sun.misc.Launcher$AppClassLoader.loadClass(Launcher.java:335)
      at java.lang.ClassLoader.loadClass(ClassLoader.java:357)
      ... 6 more

  Process finished with exit code 1
  Empty test suite.
```

Therefore they were not able to check if their tests were correct. They would also not run through the gradle build.

Reaction: They still haven't found a solution for this and will ask our TA the next lab. They however still made the tests, but were not able to see the coverage.

Problem 5

Description: The deadline was a close call and we were still working in the last hour. The reason for this was that we started late, namely only in the second week we started programming.

Reaction: We will try to divide the tasks better and to start earlier with planning and implementing.

Adjustments for the next Sprint

We will force feed Bas vitamin pills, so he won't get sick.

The next sprint we will have everything setup right, so we will not have issues with our software to waste time.

Also some people did way more work than others (an inevitable problem we begin to learn), so next week we will try to divide the work more equally.