

Sprint Retrospective, Iteration #5 Group Ubiquitous Broccoli

<i>User story / requirement</i>	<i>Task</i>	<i>Task assigned to</i>	<i>Estimated effort per task (in hours)</i>	<i>Actual Effort per Task (in hours)</i>	<i>Done (yes/no)</i>	<i>Notes</i>
As a developer, I want to improve the quality of the code base so that we keep the code base maintainable	Implement gated tracks	Christian Slothouber , Bas Musters	5	5	Yes	
	Refactor Marble class	Earth Grob	3	3	Yes	
	Inline Slot interface in Receptor	Earth Grob	2	2	Yes	
	Improve determination of game win	Matthijs Rijn	3	3	Yes	
	Improve documentation of Direction.from(int) method	Fabian Mastenbroek	1	1	Yes	
As a developer I want to incorporate two design patterns into the codebase	Implement the design patterns	Earth Grob , Matthijs Rijn	3	3	Yes	
As a user I want to be able to see a working scoreboard	Display in-game score on screen	Christian Slothouber	5	4	Yes	Possible upgrade for the next sprint.
As a user I want to be able to pause and resume a game	Add basic user interface for pausing/resuming game (i.e. escape)	Bas Musters	2	4	No	Took more hours than expected. Is done but not merged.
As a user I want to have in-game power-ups so that it keeps me more engaged during the game	Make receptor glow as visual indicator for power-up	Matthijs Rijn , Fabian Mastenbroek	4	2	Yes	
	Make receptor track score and increase score on power-up	Matthijs Rijn , Fabian Mastenbroek	3	3	Yes	
	Implement spawning of joker ball after power-up is obtained	Matthijs Rijn , Fabian Mastenbroek	3	3	Yes	
	Document requirements for feature	Fabian Mastenbroek	1	1	Yes	

As a developer, I want to improve the quality of the graphics, so that the game looks more professional	Add explosion animation on marked receptor	Fabian Mastenbroek	3	2	Yes	
As a developer I want to have directional rails to make the game more engaging	Implement directional track with decorator pattern	Bas Musters	2	5	Yes	Took more hours than expected.