

Sprint Retrospective Iteration # 1							Group:42							
							Project:Air Hockey							
User Story	Task/Issue #	Assigned To	Estimated Effort	Actual Effort	Done(yes/no)	Notes								
- When the Game Starts the the two Pusher and the Puck will be displayed on the screen with the Puck being on one of the sides - The game will be 2D - Players are able to control the Pushers using the Keyboard - When the Puck hits a Pusher or a Wall it will ricochet - When the Puck goes inside a gate the score is incremented for the right Player	#6 Game implemented in 2D	Robert	5h	5h	yes									
	#1 Control Pushers	Robert	2h	1h	yes									
	#2 Pusher Collisions	Robert	3h	3h	yes									
	#3 Wall Collisions	Robert	3h	3h	yes									
	#23 Gate Functionality	Robert	3h	3h	yes									
	#4 Track score	Robert	1h	1h	yes									
- When the game is called, you'll see a main menu on which you can call play, scores and quit. When hovering over a button with the mouse, you will see that. - On opening the game, the background sound will start playing which you can set from the menu. - When the puck hits a wall or a pusher, you will hear a hit sound if the sound is on	#11	Jaron	5h	7h	yes	On clicking you will not yet got to the game, but the implementation of the menu is there								
	#13 Sound and AI settings	Jaron	3h	4h	no	The background sound is done, but the settings part is not								
	#12 Sound Effects	Jaron	3h	3h	yes	The basic implementation is there, but not entirely set up with the game								
- Single player mode is available, where the player is faced with a single player AI - The game should have a database to connect to and to save users progress *- After finishing a game, the game details will be saved in a database - Each player points will be incremented according to the game score - If the player closes the application and logs-in again he/she should be able to retrieve his score and gam	#20 Single Player AI	Darwin	10h	5hr	no	Only one level of difficulty, will be added to game in next sprint								
	#5 Storing game history	Ionut	1h	2h	yes	Had to move the PostgreSQL Heroku Database to the MySql database on TU Delft servers								
	#5 Storing game history	Ionut	5h	8h	yes									