Constitute Professional and the Manager of the											
Sprint Retrospective Iteration # 2							Project:Air Hocke	1			
User Stories	Task/Issue #	Assigned To	Estimated Effort	Actual Effort	Done(yes/no)	Notes					
-The player shall be able to create an account and be able to authenticate through login and password	#24 Visual Interface for Login	Darwin	6h	7h	yes	Need to change	skin to match menu				
	#25 Authentication Through Database	Darwin & Ionut	4h	4h	yes	Allowed user to	register account and	login through data	abase		
	#26 Testing Database Connection	lonut	5h	5h	yes						
	#30 Creating Sequence Diagrams	Darwin & Ionut & Jaron		2h	yes		eate the Sequence D				
At the beginning of the Game the board and the 2 gates are diplayed on the screen When the game starts the scoreboard is displayed on the sceeen Score changes after a goal	#29 Create Class Diagram	Robert	3h	2h	yes		make the Class Diag				
	#27 Display the Score	Robert	1h	1h	yes		Now the score is being displayed during the entire game, it has a pixelated theme				
	#28 Draw the Gates and the Walls	Robert	2h	1h	yes	-	Walls are now visible				
- After logging in, you will be shown a menu where you can press play to start the game or quit to leave the application	#11 Having the menu displayed after logging in	Jaron	2h	2h	yes	The menu wasr	enu wasn't shown yet and had to be refactored from the main render method to be m				more readable
Sprint Overview (Team Level)											
Compared to the last Sprint the team was more cohesive, the communication between the members improved, and we manager to implement the features and refactor the code more effficiently, finishing most of the issues during the first week of the Sprint											
Main Problems Encountered	Reaction										
Robert											
1 Not necessarily a problem, but had to decide on the best tool to use for making the diagrams	We settled on flow.io and UMLet										
Darwin											
2 Figure out how to handle user input for login	Used libgdx uiskins and imports to allow for tex	t based waar input									
Jaron	osed libgux diskins and imports to allow for tex	t based user input.									
3 Refactoring the menu so the main render method calls everything from the RenderMenu class											
lonut											
Encountered some errors related to the Borypt and Registration	After some debugging, the problems were foun	having box									
Encountered some enrors related to the Berypt and registration	Arter some debugging, the problems were roun	d and solved									
Adjustment for next Sprint:											
Try to implement features a lot earlier if possible, in order to prevent any struggles during the last days of the sprint, we didn't e	accounter any problem related to this, but we should	Id always have this in mi	nd								
Have the Sprint Backlog exactly on the first day of the sprint, not for the second one, as we didn't do this during this Sprint because											
There is room for improvement on the Design (so we will add more Design Patterns)			90								