| Sprint Datros  | nactiva Itaratia  | n # 1            |                     |                   |              |                 | Group:42  |                    |                   |                    |  |
|--|---|------------------|---------------------|-------------------|--------------|-----------------|---|--------------------|-------------------|--------------------|--|
| Spriit Retros  | pective iteration   |                  |                     |                   |              |                 | Project:Air Hocke   | 1                  |                   |                    |  |
| 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   | #6 Game implmented in 2D  | Robert           | 5h                  | 5h                | yes          |                 |   |                    |                   |                    |  |
| eing on one of the sides<br>The game will be 2D  | #1 Control Pushers  | Robert           | 2h                  | 1h                | yes          |                 |   |                    |                   |                    |  |
| Players are able to control the Pushers using the Keyboard   | #2 Pusher Collisions  | Robert           | 3h                  | 3h                | yes          |                 |   |                    |                   |                    |  |
| 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  | #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.   | #11   | Jaron            | 5h                  | 7h                | yes          | On clicking you | u will not yet got to the   | game, but the imp  | ementation of the | e menu is there    |  |
| 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.  | #13 Sound and AI settings   | Jaron            | 3h                  | 4h                | no           | The backgrour   | ound sound is done, but the settings part is not                    |                    |                   |                    |  |
|  | #12 Sound Effects   | Jaron            | 3h                  | 3h                | yes          | The basic impl  | asic implementation is there, but not entirely set up with the game |                    |                   |                    |  |
| When the puck hits a wall or a pusher, you will hear a hit sound if the sound is on  | Puck will be displayed on the screen with the Puck (eyboard let the right Player)  ### Control Pushers   Robert   2h   ### Robert   3h   ### Track score   Robert   1h   ### Track score   Robert   3h   ### Track score   4h   ### Track score   4h   ### Track score   4h   ### |                  |                     |                   |              |                 |   |                    |                   |                    |  |
| Single player mode is available, where the player is faced with a single player AI   | #20 Single Player AI  | Darwin           | 10h                 | 5hr               | no           | Only one level  | of difficulty, will be add  | led to game in nex | t sprint          |                    |  |
| game should have a database to connect to and to save users progress<br>if finishing a game, the game details will be saved in a database<br>n player points will be incremented according to the qame score | #5 Storing game history   | Ionut            | 1h                  | 2h                | yes          | Had to move th  | he PostgreSQL Heroku  | Database to the M  | MySql database o  | n TU Delft servers |  |
|  | #5 Storing game history   | Ionut            | 5h                  | 8h                | yes          |                 |   |                    |                   |                    |  |
| If the player closes the application and logs-in again he/she should be able to retrieve his score and gain  | m   |                  |                     |                   |              |                 |   |                    |                   |                    |  |
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| Main Problems Encountered  |   |                  |                     |                   |              |                 |   |                    |                   |                    |  |
| Robert   |   |                  |                     |                   |              |                 |   |                    |                   |                    |  |
| Jaron  | *   |                  |                     |                   |              |                 |   |                    |                   |                    |  |
| Ionut  | Problems with testing the DB controller with Mockito due to the static DriverManager class.   |                  |                     |                   |              |                 |   |                    |                   |                    |  |
| lonut  | In some cases PMD did not   | recognize a char | nge in the code and | still issued a wa | rning        |                 |   |                    |                   |                    |  |
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| Adjustment for next Sprint:  |   |                  |                     |                   |              |                 |   |                    |                   |                    |  |
| . Improve communication and urge some members to not implement features on the verge of the deadl  | ine   |                  |                     |                   |              |                 |   |                    |                   |                    |  |