

## Sprint Retrospective #2

User Story	Task #	Task Assigned To	Estimated Effort	Actual Effort	Done	Notes
Client side remember logged in user data	20	Marius Birkhoff	3:30	3	yes	This is implemented using a Singleton
Score calculation	28	Marius Birkhoff	2	2	yes	
Keep track of highscores in db	28	Marius Birkhoff	2	3	yes	Suddenly had to extend the serverside api as well. Therefore it took a little bit longer
Sequence diagrams	24	Paula Iacoban	2	2	yes	
Switching screens in fxgl	34	Paula Iacoban	3	3	yes but not used	Decided to use libgdx instead of fxgl
Refactor javafx to libgdx	32	Paula Iacoban	3	3	yes	
Boosters implementation	36	Paula Iacoban	3	3	yes	
Boosters implementation	36	Oleksandr Fomin	3	3	yes	
Max score	19	Oleksandr Fomin	4	3	no	Half of it is done, created backend api request but no screen yet: had other objectives this sprint which were more important (implementing design patterns)
Class Diagrams(Server)	23	Oleksandr Fomin	2	2	yes	
Class Diagrams(Game)	23	Mikolaj Knap	2	2	yes	
Testing for core game mechanics	31	Mikolaj Knap	4	4	yes	Was done but most likely will be continuously updated as we change the game
Game States	22	Mikolaj Knap	3	3	yes	Implemented but they don't serve a concrete function just yet
Core Game Mechanics (Board, Snake and Apple)	31	Kamron Geijsen	5	3	yes	It went smoothly as we first drew diagrams on the whiteboard
Fixing GUI Setup (Both FX and GDX)	34	Kamron Geijsen	2*3	2*4	yes	FX version was discarded after switch
Screen class organisation	34	Kamron Geijsen	2	2	yes	

## **Main Problems Encountered**

### **Problem 1: Reimplementing Design Patterns**

**Description:** Due to us not fully knowing all the design patterns possible for the game, we've had to make and design the game without knowledge about which Design Patterns could potentially fit in.

**Reaction:** Since we're already almost done with design patterns in class we now know all the possible choices we have and can make smarter choices in the design department

### **Problem 2: PMD Bugs**

**Description:** PMD has a few bugs which causes errors to unexpectedly pop up

**Reaction:** For each bug and unnecessary error there is a work around we implemented

## **Adjustments for the next Sprint Plan**

- Since we know the design patterns, we will be able to better predict/design the system in the future