

# Sprint Retrospective, Iteration #3

User story	Task	Task assigned to	Est. effort (time)	Actual effort (time)	Done (y/n)	Notes
Game	Reducing game complexity	Irtaza, Ceren	2h	2h	y	
	Full-screen	Irtaza	1h	-	n	Didn't find it important enough
Testing	Raising the test coverage over 70%	Ceren, Irtaza	3h	3h	y	
Design Pattern	Second Design Pattern	Irtaza, Ceren	2h	2h	y	
	Explanation & Diagramm first design pattern	Helena	2h	1,5h	y	
Software Architecture	Software architecture research and code refactoring	Onur, Joseph	2.5hr	2.5hr	y	
	Description and analysis of software	Onur	2h	2h	y	
	Component Diagram	Joseph	1hr	1.5hr	y	
Meetings	Meeting with PO	Everyone	40mins	40mins	y	
	Meetings without PO	Everyone	3hrs	3hrs	y	We met multiple times during the sprint, there was a lot to be

						discussed with the upcoming presentations, the assignments and all the refactoring being done
GUI	Fixing issue with fonts	Onur, Joseph	30mins	1.5hrs	y	
	Fix and implement back button methods	Joseph	30mins	1hr	y	
	Refactoring GUI controller classes and reformatting some of the page's layouts	Joseph	3hr	2hrs	y	It is finished for now, but more refactoring will be needed with future changes
Presentation	Finding a fitting template	Helena	30mins	1h	y	
	Setting up the basic structure	Helena	30mins	1h	y	
	Research and making slides	Joseph	1hr	1hr	y	
	Rehearsal of presentation	Everyone	2hr	2hr	y	Accumulative time over the course of the week

## **Main Problems Encountered**

### **Problem 1:**

Fixing bugs

### **Description:**

This wasn't necessarily a problem, but it took us a lot of time to finding the bugs and fix the bugs. Refactoring the code helped us a lot.

### **Adjustment for next Sprint:**

### **Problem 2:**

### **Description:**

### **Adjustment for next Sprint:**