

Sprint Retrospective, Iteration #1

User story	Task	Task assigned to	Est. effort (time)	Actual effort (time)	Done (y/n)	Notes
Set up the game	Welcome window	Joseph	2h	2h	y	
	Fix CI	Ceren	30min	60min	y	
	Make a display screen	Irtaza	2h	3h	y	
	Checkstyle	Ceren	30min	30min	y	
	Game object test	Ceren	30min	30min	y	
	Vector class test	Ceren	15min	15min	y	
	Time handler test	Ceren	30min	45min	y	
	GameScene test	Ceren	45min	-	n	It is a graphics class. We have decided not to test.
Have moveable spaceship with 3 lives	Ship/rocket class	Irtaza	15min	15min	y	
	Player lives	Irtaza	10min	10min	y	

	Real time life display	Irtaza	30min	2h	y	
	Drawing a ship	Irtaza	10min	15min	y	
	Drawing a bullet	Irtaza	10min	15min	y	
	Bullet class	Irtaza	10min	15min	y	
	Ship/Rocket class test	Ceren	30min	1h	y	
	Missile class test	Ceren	1h	1h 30min	y	
Have asteroids	Drawing an asteroid	Irtaza	15min	15min	y	
	Asteroid class	Irtaza	15min	30min	y	
	Asteroid class test	Ceren	30min	30min	y	
Register user	User model	Onur	15min	15min	y	
	Register page	Joseph	3h	3h	y	
	Login Page	Joseph	2h	2h	y	
	Registering and saving user	Onur	4h	5h	y	
	Login into the game	Onur	4h	4h	y	
	Database setup	Onur	1h	1h	y	
Score	Real-time score display	Irtaza	10min	10min	y	
	Player name with	Irtaza	30min		n	Will do it once the

	score					database has been merged with the game.
	Score calculation	Irtaza	5min	5min	y	
Levels	New levels	Irtaza	10min	30min	y	
Requirements	Make document for functional + non-functional requirements	Helena	1 h	1h 30mins	y	
	UML diagram: Starting a game	Helena	1h	1h 30mins	y	
	UML diagram: Lazer hits asteroid	Helena	1h	1h	y	
	UML diagram: Shoot lazer	Helena	1h	1h	y	
	UML diagram: Spaceship hits Asteroids	Helena	1h	1h	y	
	UML diagram: Ending a game	Onur	1h	1h	y	
	UML diagram: Creating an account	Joseph	1h	1h	y	
Sound effects	Game Sound effects	Irtaza	10min	30min	y	

Main Problems Encountered

Task distribution

Description: We did not have an equal distribution of tasks. The main reasons were that some of the tasks (“game logic”, for instance) were difficult to split and that not everyone was present when the tasks were distributed.

Adjustment for next Sprint: We will have a moment when we sit down together and plan the next sprint. When doing this, we’ll consider the estimated time effort and make sure it’s equal between everyone.

Task descriptions

Description: We did not provide a good description of our task.

Adjustment for next Sprint: Give a more detailed description of our tasks.

Sprint planning

Description: We were not sure how to structure our sprint planning (backlog) and didn’t differentiate it from the overall planning (requirements) in the beginning.

Adjustment for next Sprint: We will communicate better regarding the Sprint planning, both amongst each other and to the TA. That way it should be clear what is expected of everyone.