Sprint Retrospective, Iteration #2

User story	Task	Task assigned to	Est. effort (time)	Actual effort (time)	Done (y/n)	Notes
Database	Registration Check	Onur	30 mins	30 mins	y	
	Inlog Check	Onur	30 mins	30 mins	y	
	Creating a High score Class	Onur	30 mins	30 mins	y	
	Creating a High score table	Onur	30 mins	30 mins	y	
	Researching Tableview	Onur	2hr	2hr	y	I researched how we can display a high score using a table view.
	DisplayHigh Score	Joseph & Onur	1hr	1hr	N	The database retrieval must be done
Game	Adding sound effects	Irtaza	3hr	3hr	y	Adding sound effects was more challenging than expected as a lot of code had to be refactored so the sound effects are played when appropriate.

	Commenting	(everyone)	2hr	2hr 30 mins	Y	
Testing	Rocket Class Test	Ceren	30min	1 h	Y	
UML	Modelling sequence diagrams	Helena	3 h	3,5 h	y	
Modelling	Modelling Class Diagrams	Ceren	3hr	3hr	Y	
Meetings	Meeting with the TA	(everyone)	30 mins	30 mins	y	
	Discussing the SPRINT	(everyone)	1,5 h	3 h	y	
Branching	Rename branches with proper names	Irtaza	30 mins	30mins	y	Had to rename the branches with proper names in order to make our "branch per issue" work and achieve a better grade in that criteria.
GUI	Home Page	Joseph	3hrs	3hrs	Y	Small aesthetic changes to be made
	Star Effect	Joseph	30mins	1hr	Y	
	Added Back Buttons	Joseph	30mins	1hr 30mins	Y	Functionality to be implemented

Main Problems Encountered

Problem 1:
Couldn't exclude the GUI package from testing in Gradle.

Description:
One of our main problems was that we couldn't exclude the GUI package from Jacoco. That's why our test percentage was lower than expected. We could not understand our problem. With a lot of trial and errors and help from Google, we managed to fix it and increase our test coverage to 60%.

Adjustment for next Sprint:
We learned how to exclude packages now so if we want to do it in the future, we should have no problem with it.

Problem 2:
Couldn't connect the GUI with the game.

Description:
Initially, we were having problems with connecting the GUI with the game. The game is made using JFrame and the GUI is made using JavaFX. The GUI would run but once a user was logged in, the game was never displayed. One could only hear the sound effects of it. The problem was that we were putting JFrame into JavaFX's main method. We switched and put JavaFX into JFrame's main method and everything started to work, thankfully.

Adjustment for next Sprint:
If one thing is not working with another, maybe try to switch up the order. Might work.