Sprint Retrospective, Iteration #2

User story #	Task #	Task assigned to	Estimated Effort per Task	Actual Effort per Task	Done (yes/no)	Notes
Database	Registration Authentication	Elena Ziad	2h 2h	2h 2h	yes yes	
UI screens	Registration screen Pause menu Leaderboard Timer	Victor Victor Victor Paolo	2h 5h 2h 1h	2h 4h 1h 1h	yes yes no yes	The leaderboard is almost done, but needs some review before merging.
Database	Score / Leaderboard and Testing	Elena	4h	4h	yes	Encountered some difficulties when testing.
Game screen	Bubble sprites	Ziad	4h	4h	yes	
Game screen	Aiming arrow/line	Paolo	4h	4h	yes	
Computer Player	Computer Player	Paolo	12h	8h	yes	The bot tries only random shots because the scoring was implemented late.
Hexagon structure	Hexagon construction	Ana	3h	14h	yes	Not tested because of change of manner of which the Hexagon is constructed

Scoring System	Scoring Logic and Point division	Ana	15 min	20 min	yes	The implementation of the scoring system will be added as work for the next sprint.
Hexagon physics	Hexagon spinning	Victor	4h	-	no	Because the hexagon structure was WIP for most of the sprint, we didn't get around to doing this.

Project: Bubble spinner
Group: 15

Main Problems Encountered

Problem 1

Description:

Because of the midterms, we had less time than anticipated. Making the end of the sprint a bit rushed.

Adjustments for the next Sprint Plan:

We'll have to check up on each others progress more often, to make sure we're still on schedule regularly.