

Sprint Retrospective, Iteration #1

User story #	Task #	Task assigned to	Estimated Effort per Task	Actual Effort per Task	Done (yes/no)	Notes
Database	Authentication Connection User Querying Score Querying SQLite Database Schema	Ziad Elena Elena Ziad Paolo Ana	2h 2h 2h 2h 1h 1h	1h 1h 1h 1h 1h 30 min	yes (more tests)	
libGDX Scene2d	Basic Logic Application Lifecycle	Paolo Paolo	6h 4h	8h 2h	yes	
libGDX scened2d UI	Splash screen Main menu Register screen Login screen	Paolo Victor Victor Victor	1h 3h 1h 2h	1h 2h - 3h	yes yes No yes	Register screen is no more a minimal requirement and has been moved.
Game logic	Bubble Object Proper Physics	Ana Ana	1h 2h	1h 40 min	yes(not tested) yes	

Project: Bubble spinner

Group: 15

Main Problems Encountered

Problem 1

Description:

We didn't take into account the time needed to learn how to work with libGDX and the various CI tools.

Because of this, we spent more time than we thought setting up the environment, and writing the first boilerplate code and had less time for the planned tasks this sprint.

Problem 2

Description:

Having lost a lot of time setting up the environment and making sure the build was working fine on every computer we dedicated less time to testing the first pieces of code.

Adjustments for the next Sprint Plan:

Add more tests in case the created classes weren't properly tested.