

Sprint Retrospective, Iteration # 6

Group: 8008

User Story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
As a developer I want to have clean code so that everyone could understand it.	Fix checkstyle errors	Joost	5	10	Yes	Because the code touched (almost) all files and because the review took long because of the size of the refactoring effort, much time went into solving merge conflicts
	Fix PMD and FindBugs	Joost	3	4	Yes	
As a developer I want to improve my code by implementing the feedback given by other groups	Refactor the code with the feedback given from the other group	Michael	15	4	Yes	The other group only requested us to fix checkstyle, PMD and FindBugs errors. They also requested for a higher test coverage. Therefore, the hours spent on this task equals the hours spent on the testing.
As a player I want to have a ranking system so that the game becomes more of a challenge.	Create requirements	Cornel	2	1	Yes	Had a lot of issues with making a popup, and have not created tests for the new methods made.
	Implement the feature	Cornel	8	9	Yes	
	Create an UML	Cornel	2	2	Yes	

As a developer I want to know some of the measures in our code so that we can improve it and know where some errors could be.	Analyse the code with inCode	Nick	3	2	Yes	A lot of the identified “flaws” are intended functionality.
	Fix flaws identified using inCode	Nick	5	5	Yes	
As a developer I want to test audio in our code so that we are sure this works right.	Fix test classes of the powerups	Michael	4	4	Yes	<p>Create some tests for the objects package, but did not manage to cover all of it</p> <p>Managed to cover over 90% of this package</p> <p>Scenes where already tested... Not sure why this was in the backlog</p> <p>Managed to cover over 90% of this package</p>
	Create tests for the objects package	Eric	4	5	Partially	
	Create tests for the input package	Eric	3	3	Yes	
	Create tests for the scenes package	Eric	3	0	No	
	Create tests for the rendering package	Eric	2	2.5		
	Fix failing cucumber tests	Nick	2	2	Yes	

Main Problems Encountered

Problem 1

Description: linux is not case-sensitive but Java is, as a result we had a package Projectiles & projectiles. So there were some problems with “duplicate classes” that took a very long time to track down because of this incompatibility

Reaction: From now on we have to be sure to always use lower case in filepaths.

Problem 2

Description: We have had some problems with large pull requests this week. When the pull requests have more than 1000 lines changed, it becomes too hard to accurately review the code. It also takes a lot of time to get the pull requests through.

Mainly these pull requests got so large because we sometimes kept working on an extended branch of a certain pull request. So the changes in the second pull request also had all the changes of the first pull request, which had not yet been merged.

Reaction: Be careful to create a pull request after a certain time. So make a pull request after every feature, and every class tested for example.

Adjustments for the next Sprint

Next sprint we will try to make smaller pull requests so that reviews are easier done, and more accurate. Also like said in the problems above, we need to make sure we stick to the naming conventions, for example create packages that are all lower case.

Lastly, because next week is the last sprint, we should be extra careful to not introduce any more Checkstyle, FindBugs or PMD errors, because it took too much time, and merge conflicts, to fix all those this week.