

Sprint Retrospective, Iteration # 3

Group: 8008

User Story	Task	Member responsible for the task	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
As a developer I want to implement design patterns in the code so that the code becomes more clear and easier to implement new features.	Write out what design patterns to use and why they are important.	Joost	1	1	Yes	No problems
	Create a class diagram of the design patterns	Joost	2	1,5	Yes	No problems
	Create a sequence diagram of how the design patterns go through the code	Joost	2	1,5	Yes	No problems
As a player I want to have more powerups which make the game more dynamic so that the game becomes more fun.	Create a requirements document of the new feature	Eric	1	1	Yes	No problems
	Create an UML of this new feature	Eric	2	1	Yes	No problems
	Implement the new feature	Eric	4	4	No	Almost must have powerups are implemented without animation
As a developer I want to have an enhanced logging system so that we can log easier and log	Add more logging	Eric	1	1	Yes	No problems
	Make it possible to ignore classes in the	Joost	5	4	Yes	Works like a charm

more items.	logger					
As a developer I want to correct all mistakes picked up by FindBugs to keep out potential bugs in the program	Correct the mistakes	Joost	5	5	Yes	All Findbugs and Checkstyle warnings fixed
As a developer I want to have tests so that we know there are less mistakes in the program.	Create tests	Michael	20	Michael: 15 Cornel: 3 Joost: 4	No not fully don, but nice made progress	Block, Spring, Trampoline tests done. Not the coverage we would love to have, but we will work on that.
As a player I want to have another gaming experience than the 'normal' Doodle Jump so that this game is special.	Add a new feature that is not in the normal Doodle Jump Create the requirements for this new feature. Create an UML of this new feature.	Nick Nick Nick	13	15	Yes	The implementation of the game modes (which were our choice for the 20-time assignment) went very well. The requirements have been defined according to the MoSCoW method. All must haves have been implemented. All should haves have been implemented. A game mode state diagram has been created. A UML describing the implemented behavioral pattern has been created.
As a player I want to have enemies so that the game becomes more challenging.	Implement 2 enemies Create tests	Cornel Cornel	4 2	0 0	No No	Spend most of my time on creating all the different new platforms that and creating tests, so I didn't have any time to start on this part. We thought that because our test coverage is so low it would be more beneficial to have me create some tests instead of adding new features.

As a player I want to have different types of platforms so that the game becomes more challenging.	Create platforms that move horizontally	Cornel	3	3	Yes	Went pretty well, tested all the methods and the platforms work pretty well.
	Create platforms that move vertically	Cornel	2	3	Yes	
	Create platforms that break	Cornel	2	3	Yes	
	Create tests for these new implementations	Cornel	4	4	Yes	
As a player I want to be able to save my score and have a highscore so that I have an extra goal to reach while playing the game.	Save score	Eric	2	2	Yes	Though not yet in develop
	Implement high score	Eric	2	3	Yes	No problems
	Save score in file	Joost + Eric	3	3	Yes	No problems
	Json parser	Joost	5	5	Yes	No problems

Main Problems Encountered

Problem 1

Description: For last sprint we didn't get a very high grade for testing, we didn't do any testing until this week. So the focus this week was shifted towards testing which a lot of time is spend on. This is why some tasks got undone or others took longer than expected.

Reaction: We tolerated that some things didn't got done because testing is at the moment a bit more important than adding new features.

Problem 2

Description: Not everyone from the team carefully fixes all the Checkstyle warnings. One team member had to fix all the problems before the deadline which is not ideal.

Reaction: Next week we REALLY need to check Checkstyle before pushing your commits and opening a Pull Request. Another improvement which we are already looking at is just disapproving a Pull Request when there are any new Checkstyle warnings in it.

Adjustments for the next Sprint

Next sprint we should test even more than we did this sprint. We implemented too much new features and instead of that we should focus more on testing to really be sure we have a working program.

Also just as told in our problems everyone should check their Checkstyle errors and fix them.