

Sprint Retrospective, Iteration # 5

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 review other code so that their grade improves and their program works better.	Grade the code quality according to the rubrics	Nick	4	6	Yes	The code was tedious due to a lot of dead code.
	Suggest meaningful enhancements	Nick	4	2	Yes	
As a developer I want to improve my code by refactoring 10 if and switch-case statements so that the code looks better and searching in it becomes easier.	Refactor the code and change 10 if and switch-case statements	Eric	5	10	Yes	Did quite a bit more and refactor the code in general as well. Did not manage to refactor all classes though
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	Joost	15	20	Yes	Implementation of a shop and upgradables
	Create the requirements for this new feature.	Michael	2	2	Yes	
				2	Yes	

	Create an UML of this new feature.	Joost	2			
	Fix upgradebles feedback of last week	Michael	3	5	Yes	
As a developer I want to improve the code by fixing the GenerationSet so that the others can easily understand this code.	Refactor the code and fix the issues	Cornel	3	3	Yes	
As a developer I want to test audio in our code so that we are sure this works right.	Fix testing audio for Travis	Nick	2	2	No	Audio can not be tested by travis, since travis does not support the playing of sound. Tests will avoid using the audio now until a workaround is found.
As a developer I want to test the code so that we can be sure the code works right.	Test audio	Cornel	3	0	No	Like stated above we haven't found a workaround for Travis yet.
	Test doodlebehavior	Cornel	3	4	Yes	-
	Check if Enemy is fully tested	Cornel	1	0	Yes	Was already tested good enough for now.

Main Problems Encountered

Problem 1

Description: We had a hard time finishing some of our goals, but we discovered this on thursday, which is quite late. The people working on these things wanted some help, but others had already put the required amount of time (or even more) on the project so they had to make extra hours to help out those who badly estimated the amount of time they needed to implement something.

Reaction: Next sprint we should better estimate the amount of time and people required to do something so we don't have to work much more than the required hours. And if someone still plans it bad, they should ask for help on time, not on thursday when there is only 1 day left to work on stuff.

Problem 2

Description: There are some issues with testing, to be specific with testing the audio system. As discussed before Travis is not able to run tests for our audio system and for then we fixed this by a simple 'hack' that avoids using the audio system altogether when running tests. However we still wanted to try and test the audiosystem as it is of reasonable size. We wanted to try and test the whole class by conditionally calling the method that actually runs the audio (`clip.start()`) and test everything else about the class, but we are unsure about the usefulness of such a test.

Reaction: Discuss a solution for this problem with the TA.

Adjustments for the next Sprint

The main problem this week was planning. We didn't estimate the time required well enough and some tasks, like the upgradables took a lot more time than expected. In combination with this we were a bit too enthusiastic implementing some of these features and did more than actually required for the assignment, and also didn't communicate well enough about any delays we had. So for next sprint we really have to set the bar lower for ourselves and make it a bit easier for ourselves in the part of adding new features. Because for example adding a full shop and upgradables system in a week with 2 people was a bit too heavy.