Sprint Retrospective, Iteration # 2

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 write out the responsibilities, classes and collaborations so that we know what the responsibilities between classes are.	Identify responsibilities	Cornel	1	0.25	Yes	The tasks were not that clear defined, and these tasks did not include the assignments we had to do.
	Identify classes	Cornel	0.5	0.5	Yes	So these actual tasks got done, but there were a lot more tasks which belonged to this which took a lot more time.
	Identify collaborations	Cornel	0.5	0.25	Yes	Writing out all the main classes took most of the time.
As a developer I want to have a UML Diagram to map out the program so that it is visually clearer for the whole team how the program should look like.	Create sequence diagram	Joost	3	1.5	Yes	Done by Cornel for only the main classes in assignment 1.5
	Create class diagram	Joost	3	10	Yes	Because of the service locator very difficult to be compact.
	Create state diagram	Joost	1	1	Yes	Finished perfectly on time.
As a developer I want to have simple logging system and implement it so that we can easily check the	Create logging requirements	Eric	2	1	Yes	The exercise was a little bit vague.
	Create logging class	Eric	0.5	1	Yes	Finished without problems.

progress and mistakes made within the program.	Log interactions in the game	Eric	1	6	Yes	It took a little longer than expected because some classes where not properly ordered for logging. And many merge conflicts
As a developer I want to correct all mistakes picked up by FindBugs, Checkstyle and PMD so that the code is cleaner and more uniform. As a developer I want to have tests so that we know there are less mistakes in the program. As a player I want to have different types of platforms so that the game becomes more challenging.	Correct the mistakes	Nick	5	11	Yes	Done with the exception of about 10 checkstyle errors. Took over double the expected time.
	Create tests	Michael	10	4	No	The task 'create tests' is really vague and you can't really measure the performance. With the test creation it was hard at the beginning to figure out what to mock and how to get it to work without NullPointers. Here a lot of time got wasted.
	Create platforms that move horizontally Create platforms that move vertically	Cornel Cornel	1	0	No	Did not find the time to create this. Spend too much time on doing assignment 1.
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	1	0	No	Logging took longer than expected
	Implement high score	Eric	2	0	No	Logging took longer than expected
	Save score in file	Eric	1	0	No	Logging took longer than expected

Main Problems Encountered

Problem 1
Description: Because of a lot of new design patterns we implemented, the creation of tests got a bit harder. We now have to think about how to smartly implement tests with the use of Factories in our code and the use of sprites. We got a lot of errors because we use sprites the tests can't find.

Reaction: This week we have put only 1 person on the task of creating tests, next week we have to put a bit more effort in and also put more people on the task to get results. When we fixed these first problems, the creation of tests will go a lot faster. It would be also a lot smarter to have the people who create the code, also test that piece of code. This way there is a lot less overhead in the time spend really understanding the code which you are testing.

Problem 2

Description: In the last sprints we did nothing with Checkstyle, PMD or FindBugs which is why Nick was busy all week with resolving these problems.

Reaction: From now on everyone should take care of the warnings of Checkstyle, PMD and FindBugs.

Problem 3

Description: Missing important things in the sprint plan and reserving time for unknown tasks. For example we spend some time on refactoring and fixing problems in the code. This time was not reserved in our sprint plan and this is also the reason we did not accomplish some tasks.

Reaction: Next time we should better plan at the start of the week. We should better stick to our sprint plan and try not to deviate too much from it by doing other tasks. When problems occur, they need to be fixed immediately of course. For this we need to plan a bit more time in, in our next sprint plan.

Adjustments for the next Sprint

Next sprint we will take a bit more time evaluating the tasks ahead, creating clear tasks and thinking harder about who should work on it. This sprint we almost randomly gave tasks and just went with it.

When we encounter problems we should be faster telling each other about it. The problem with the creation of tests came up the day before the deadline and we didn't have the time to meet up and fix it.