

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	Everyone	4	Joost 1 Cornel 2	Yes	There were less errors than expected.
	Fix PMD and FindBugs	Everyone	2	Cornel 2	Yes	
As a player I want to have a better multiplayer experience so that playing it becomes more fun.	Create two separate sprites multiplayer	Eric	2	Eric 2	Yes	Wasn't that hard, but quite some code had to be touched in order to get it working Eric created the sprite and added it to the game, took not as long as expected. Nick added sizing. Wasn't that hard either but to get it working just right took some time.
	Create an arrow of the doodle that is out of the screen	Eric	3	Nick 1 Eric 1	Yes	
	Make the screen go up when both of the doodles go above a certain point	Eric	1	Eric 2	Yes	
	Have no enemies spawning in multiplayer	Cornel, Joost	2	Nick 1	Yes	
As a developer I want to be sure that the code is fully working so that I can safely give it to our clients.	Test as much as possible	Everyone	20	Nick 6 Joost 4 Cornel 4 Michael 4	Yes	Great job done here, got the coverage up.
	Fix cucumber tests	Nick	2	Nick 1		

As a developer I want to have clean code so that in the future it's easily extensible and I can add extra features.	Refactor Blockfactory	Nick, Cornel	5	Nick 5	Yes	
	Refactor the ProgressionManager to not be a God class anymore	Joost	4	Joost 2	Yes	
	Refactor Ranks	Nick, Cornel	3	Nick 1	Yes	
As a developer I want to understand the new code, and be sure it is written right so that mistakes and misunderstandings are prevented.	Review each other's code	Everyone	20	Nick 4 Cornel 4 Joost 4 Michael 2 Eric 7	Yes	Not a lot of changes in the code this week so reviewing didn't take a lot of time.
As a student of the SEM course I want to leave my feedback and retrospective so that the course becomes even better next year.	Write a small essay and look back how this project went	Cornel	5	Cornel 2	Yes	This estimation was way too high, 1000 words is pretty easy to reach.
As a developer I want to have an extensible and flexible way of making new enemies / powerups	Refractor the enemies / powerups enums	Joost	4	Joost 5	Yes	
As a developer I do not want classes with a very high amount of methods	Refractor SpriteFactory	Joost	4	Joost 4	Yes	

Main Problems Encountered

This week was our main goal to fix any problems in our program and to finish up the project. So we focused on testing and getting errors out, not adding new features. This is normally the place where big problems would be encountered. But this week we didn't encounter any large problems.