Sprint Retrospective, Iteration 1

UserStory	Task	Task Assigned To	Estimated Effort (per task)	Actual Effort (per task)	Done (yes/no)	Notes
As a user I want to see a board when the game starts.	Create a board	Mostafa	2	1	yes	
As a user I want to be able to interact with the board.	Create an Event Handler	Alex	8	5	yes	
As a user I want to have items on the board.	Create items	Dex	3	4	yes	
As a user I want to get rewarded by playing properly	Keep track of the user's score	Ivo	3	4	no	Needs to be reworked, to be more inline with how the board interacts
As a user I want to get visual feedback if I interact with the board.	Create a UI	Mostafa	6	8	yes	
As a user I want the game to have a goal.	Give the board background tiles that the player needs to remove	Ivo	4	5	yes	Needs to be integrated into the game.

As a user I want the board to be refilled when items are removed.	Randomly generate items	Dex	5	5	yes	
As a user I want the items to be removed if there are three of the same items on a row.	Shift the existing items down and refill the board from the top with random items	Sam	3	2	yes	i should write the test for those function which can find triples
	Check for groups of three after the player makes a move	Sam	6	6	yes	

Project: Poor Alien
Group: bitcode

Main Problems Encountered

Problem 1

Description: Due to the lack of daily "standup" meetings, it could be difficult to keep track of what everybody was working on, and how close they were to completing their task.

Reaction: Make sure a daily meeting takes place (Except in the weekends) to keep everybody up to date with everybody else's progress.

Adjustments for the next Sprint Plan