

Sprint Retrospective, Iteration #1

Context Project: Bust-a-move game

Group: 3

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
The game crashes a lot	Locate bug	Jason	2	1	No	The game still crashes
	Fix the bug	Jason	4	3	No	Several have been fixed there are still more however
Sometimes the bubble won't pop or drop. It is stuck mid-air.	Find out why the bubble is stuck	Justin	1	1	Yes	Hasn't been checked and merged yet
	Fix the bug	Justin	2	2	Yes	
The bubble does not actually drop.	Add drop animation	Justin	2	1	Yes	Also partially there but not yet merged or checked
The game does not keep/show the player's score	Design a scoring algorithm	Maurice	3	2	Yes	
	Create a Score class	Maurice	1	½	Yes	
	Add a Score object to Player class	Maurice	1/2	½	Yes	
	Link bubbles with score system	Maurice	1	1 ½	Yes	
Exer 1.1: Redesign the game using RDD	Create requirements	Justin	1	2	Yes	
	Define derived classes	Justin	1	1	Yes	
	Define responsibility of each class	Justin	1/2	1.5	Yes	
	Define collaborations between the classes	Justin	1/2	1/2	Yes	

	Document each step made	Justin	2	2	Yes	
	Compare to the working game and discuss the differences	Justin	2	1	Yes	
Exer 1.2: Describe the main classes	Describe the responsibilities of the main classes	Winer	1	1	Yes	
	Describe the collaborations of the main classes	Winer	1/2	1/2	Yes	
Exer 1.3: Describe less-important classes	Explain why they are less important	Jason	1/2	1/4	Yes	
	Check if some classes have similar responsibilities. If so, determine if these can be changed, merged or removed.	Jason	1	1	Yes	
	Reflect these changes in the code	Justin	4	1	Yes	
	If classes are not modified, document why not.	Jason	1	1/2	Yes	
Exer 1.4: Draw Class Diagram	Determine all connection types between classes	Winer	1	1/2	Yes	
	Draw the class diagram	Winer	2	1	Yes	
Exer 1.5: Draw a Sequence Diagram	Figuring out how the main elements interact with each other.	Jason	1	1/2	Yes	
	Draw the sequence diagram	Jason	2		Yes	
Exer 2.1: describe difference between aggregation and composition	Figure out the difference between aggregation and composition	Calvin	1	1	Yes	
	Figure out if where they are in the project	Calvin	2	2	Yes	

	Describe the classes and their associations.	Calvin	1/2	1/2	Yes	
Exer 2.2: Describe parameterized classes(if applicable)	Figure out if we have parameterized classes.	Calvin	1/2	1/2	Yes	
	If so, describe why they are.	Calvin	1	1	Yes	
Exer 2.3: Class diagrams for hierarchy	Draw class diagrams for all hierarchy.	Calvin	1	1	Yes	
	Document why these hierarchy exist.	Calvin	1	1	Yes	
	Classify their type.	Calvin	1/2	1/2	Yes	
	Check if any of the hierarchy should be removed	Calvin	1	1	Yes	
	Implement changes	Calvin	3	3	Yes	
Exer 3.1: As a user, I would like to see logging statements of all actions in the game	Create logger class	Maurice	2	2	Yes	
	Add log statements for bubble creation, collisions, pop, drop	Maurice	2	1 ½	Yes	
	Add log statements for canon actions	Maurice	1	1	Yes	
	Add log statements for player state and score	Maurice	1	½	Yes	
Exer 3.2: Push a single pdf file to the repository	Push a single pdf including all documents	Justin	4	1 1/2	yes	

Adjustments for the next Sprint

Fix plugin warnings and errors: there are many code that does not follow the code conventions. The checkstyle plugin is added at a later stage of the project.

Bugs : There are still bugs left that crash the game.