

Sprint Retrospective, Iteration #6

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
I would like to see the game not crashing during playing	Fix crash on OBomb	Winer	1	2	Yes	The game doesn't crash now.
I would like to see more consistent code formatting	Improve code formatting	Jason	1/2	1/2	Yes	
I would like to see no checkstyle suppressions anymore	Remove checkstyle suppressions	Jason	1	1/2	Yes	
I would like to see a meaningful branch test coverage of	Increase the test coverage of Text class to 80%	Maurice	2	2	Yes	Class is tested for 95%
	Increase the test coverage of Collision class to 70%	Winer	4	4	Yes	Branch 70%

70% in the game.	Increase the test coverage of PopBehaviour class to 70%	Jason	2	2	Yes	
	Increase the test coverage of Soundhandler to 80%	Justin	1	1	No	Unable to instantiate sounds, only got to around 65%
	Write integration tests using Cucumber	Jason	4	0	No	Slick doesn't run anything outside of the game once it has begun(Starting the game in a cucumber test leads to none of the tests running)
	Increase the overall test coverage to 70% at least	Maurice	10	10	Yes	"The overall test coverage of 70% is achieved"
I would like to see all code referring to a possible future feature combo removed from the game.	Remove all unnecessary methods and variables.	Maurice	1/2	1/2	Yes	
I would like to be able to exit the start screen pressing any key.	Recode the start screen to enter the main menu by pressing any keys	Maurice	1	0	No	Current Screen setup not suitable for it.
I would like to see more statistics from	Edit the Score screens to also display amount of bubbles popped, dropped and time played.	Maurice	3	3	Yes	

the game on the screens.						
I would like to see more options in the Option menu	Separate background and sounds effect mute buttons	Winer	1	1	Yes	In review
	Add volume up and volume down buttons.	Winer	1	1	Yes	In review
I would like to see more logging in the game	Add a level up log.	Calvin	1/4	1/4	Yes	
	Output logs are stored in a file	Winer	1/2	0	No	Focused more on writing tests.
I would like to see an achievement system that reward the player with rewards if he reaches a certain point.	Implement the achievement system.	Justin	4	5	Yes	
I would like to see three difficulty levels in the game	Increase speed at each level to increase the difficulty of the game.	Calvin	2	2	Yes	
	Change amount of bubble colors per difficulty level	Calvin	2	2	Yes	
	Change amount of starting rows per difficulty level	Calvin	2	2	Yes	

I would like to see the user able to get a time bonus.	Implement time bonus mechanism	Justin	2	0	No	Feature didn't really make sense in this game.
I would like to see an online multiplayer mode in the game	Implement online multiplayer mode.	Calvin	4	0	No	Out of scope
I would like to see the issue with switching player names fixed when restarting	Let the player the player restart on its own field.	Maurice	1	1	Yes	No the players get their own field again.