Sprint Retrospective, Iteration #4

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 bubble and powerup to use a proper decorator pattern	Create Bubble interface/ abstract class	Calvin	1		Yes	
	Rename Bubble to BubbleSimple	Calvin	1/2		Yes	
I would like to see the OBomb powerup functioning with tests	Change pop() method	Calvin	2		Yes	
I would like to see the player and score name display properly on Victory and Defeat screen	Fix render bug	Maurice	1	1	Yes	
I would like to see the	Remove singleton pattern from Game class	Winer	1/2	1/2	Yes	

singleton pattern removed from the Game class						
I would like to see the singleton pattern implemented in the Log and SoundHandler classes	Implement singleton pattern in the Log class	Winer	1/2	1/2	Yes	
	Implement singleton pattern in the SoundHandler class	Winer	1/2	1/2	Yes	
I would like to reduce the complexity of Cannon class	Refactor the update() method	Maurice	1	1	Yes	
	Reduce dependencies/ move them external	Maurice	2	0	No	
I would like to see a new highscore feature	Define what we plan on doing in a requirements plan	Winer	1/2	1/2	Yes	
	Design the highscore implementation using RDD	Winer	1	1	Yes	
	Make a class diagram of how the sounds is statically structured in the code	Winer	1	1	Yes	

	Make a sequence diagram of how the sounds works dynamically in the code	Winer	1	1	Yes	
	Implement a highscore system	Justin	2	4	Yes	
	Write documentation of the analysis and design of the highscore system	Justin	2	2	Yes	
I would like to see less if statement in the code base	Remove first conditional in if-else statements of the PowerUp class	Jason	1/4	1/4	Yes	
	Reduce amount of if statements in the BubbleStorage class	Jason	3	2	Yes	
	Reduce amount of if statements in update() in the Game class	Justin	1	0	No	
	Reduce amount of if statements update() in the MainMenu class	Justin	1	1	Yes	
	Reduce amount of if statements in update() in the DefeatScreen class	Winer	1	1	Yes	Credit to Maurice
	Reduce amount of if statements in update() in the NameScreen class	Winer	1	1	Yes	Credit to Maurice

	Reduce amount of if statements in update() in the NamesScreen class	Winer	1	1	Yes	Credit to Maurice
	Reduce amount of if statements in update() in the PausedScreen class	Maurice	1	1	Yes	
	Reduce amount of if statements in update() in the VictoryScreen class	Maurice	1	1	Yes	
I would like to see the test coverage increase	Increase the test coverage of the Player class to 80%	Maurice	2	2	Yes	
	Increase the test coverage of the Score class to 100%	Maurice	1	1	Yes	
	Increase the test coverage of the Cannon class to 60%	Jason	1	2	No	Didn't manage to mock GameContainer in order to test the update method
	Increase the test coverage of the Button class to 80%	Jason	1	2	Yes	
	Increase the test coverage of the Text class to 80%	Jason	1		No	Contains no options to verify the variables/state of a Text object.
	Increase the test coverage of the Arena class to 80%	Calvin	2		No	
	Increase the test coverage of the Bubble class to 75%	Calvin	3			

I would like to see the SoundHandler class moved to the System package	Move SoundHandler to System package	Justin	1/2	1/4	Yes
I would like to see the Observer/Observable classes to the Util package	Move the PlayerObserver and PlayerObservable to the Util package	Maurice	1/4	1/4	Yes
I would like to see the team review the code of the other group's game	Check patterns, provide a grade and suggest enhancements	Justin	2	2	Yes
	Check formatting, provide a grade and suggest enhancements	Justin	2	2	Yes
	Check comments, provide a grade and suggest enhancements	Jason	2	1	Yes
	Check testing, provide a grade and suggest enhancements	Calvin	2		No
	Check code quality, provide a grade and suggest enhancements	Winer	2	2	Yes

Adjustments for the next Sprint

- Continue with writing more tests
- Fix OBomb crashing issue
- Fix restart naming issue.