

Sprint Retrospective, Iteration #5

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 a option menu when the game starts	Define what we plan on doing in a requirements plan	Winer	1	1	Yes	
	Design the option menu implementation using RDD	Winer	1	1	Yes	
	Make a class diagram of how the option menu is statically structured in the code	Winer	1	1	Yes	
	Make a sequence diagram of how the the option menu works dynamically in the code	Winer	1	1	Yes	
	Add mute sounds to the option menu	Winer	2	2	Yes	Still in review; weird jumping
	Add a sound volume buttons to the option menu	Winer	1	0	No	This is a should have. Focused on other problems first.
	Write documentation of the analysis and design of the options menu	Winer	2	2	Yes	

I would like to see a screen top class	Store lists of Text and Button objects in top class.	Maurice	1	1/2	yes	
	Define common update and draw methods in top class.	Maurice	1	1/2	yes	
	Make scoreScreen extending the screen top class. And let defeatScreen, pausedScreen and victoryScreen extend the scoreScreen.	Maurice	1	2	yes	ScoreScreen is an abstract class extending the abstract Screen class.
	Change the namesScreen to doubleNameScreen and let it extend nameScreen.	Maurice	1	2	yes	To meet OOP requirements. nameScreen is made abstract and DoubleNameScreen and SingleNameScreen extend it.
	Let all screens extend their topclass and init their own text and buttons with actions.	Maurice	1	1	yes	
I would like to see the possible gamecrash when an ovalbomb pops to be fixed	Fix the crash in the popping of the oval bomb	Calvin	1	1	yes	Crash is fixed, functionality requires adjustment. Not yet merged because of issues that are not addressed.
I would like to see the app class	Make all screen attributes	Jason	1/4	1/4	Yes	

state attributes to be consistent						
When restarting a game, I would like to see the player names to be the same.	Set the same player names when restarting a game.	Maurice	1	2	yes	Same player names when game restarts, and the namescreens now have default values when going back to them after started a game.
When a game starts, I would like to see the playername updated to the screen directly.	Notify the observers of the player directly by initialising.	Maurice	1	1/2	yes	Fix wasn't necessary, misunderstanding.
I would like to see make use of the inCode Program	Use inCode to compute software metrics on the code, place it on git and report where it can found.	justin	2	2	yes	
	Pick three design flaws from the software metrics. If there are no three design flaws, think of possible design flaws in your code.	justin	2	2	yes	
	Explain for every design flaw the design choices or errors leading to the design flaw	Justin, Jason	3	2	yes	

	Fix the the first design flaws or explain why it should not be fixed	Calvin	1	1	yes	UPDATE: We don't see the change. Where is it?
	Fix the the second design flaws or explain why it should not be fixed	Winer	3	3	yes	
	Fix the the third design flaws or explain why it should not be fixed	justin	1	1 1/2	yes	
I would like to see the randomColor() in SimpleBubble class refactored.	Change randomColor() method to returns colorChoice instead of a SimpleBubble object.	Calvin	1/2	1/2	yes	
	Replace methods that uses randomColor with bubble constructor that has a randomColor() parameter	Calvin	1/2	1/2	yes	
I would like to see move() in SimplyBubble class refactored	Remove empty states in switch-statement (NEW, LANDED and POPPED)	Calvin	1/2	1/2	yes	
I would like to see unnecessary methods removed from the PowerUp class	Remove methods that only calls methods of it superclass	Calvin	1	1	yes	

I would like to see Button class refactored	Remove the constructor method without the x parameter	Calvin	1/2	1/2	yes	
I would like to see GameState class to be not abstract	Remove abstract tag form GameState class	Calvin	1/2	1/2	yes	
I would like to see the input player names to be validated.	Let setName() validate the String input length.	Calvin	1/2	1/2	yes	
	Let setName() set the first char as an uppercase.	Calvin	1/2	1/2	yes	
I would like to see the Iterator interface removed	Refactor code to use Java provided Iterator	Calvin	1/2	1/2	yes	UPDATE: no sign of change. Did you really change it?
I would like to see the Log class refactored	Change the log(..) methods to use Calendar instead of Date	Jason	1/4	1/4	Yes	
I would like to see the Collision class refactored into two smaller classes	Collision and Pop class	Jason	3	2	Yes	
I would like to see the test	Write tests for the Collision class	Jason	3	1	Yes	66% lines and 57% branch

coverage increased	Increase test coverage of oBomb to 60%	Calvin	2	1	no	Had difficulty using mockito.
	Increase test coverage of rowBomb to 60%	Calvin	2	1	no	Had difficulty using mockito.
	Increase overall coverage to 60%	Winer	8	8	No	38% line and 32% branch
	Test the getPlayer and getState in the GameData class	Jason	1/4	1/4	Yes	
	Test the App class	Jason	1/4	1/4	Yes	

Adjustments for the next Sprint

- Continue with writing more tests
- Fix OBomb crashing issue