Sprint Retrospective, Iteration # 3

	Number of Hours				
Member	Alin	Filip	Paul	Ruben	Simran
Estimated number of hours	10	8	7	8	9
Actual number of hours	9	7	7	7	9

User Story	Task	Definition of Done	Task Assigned to	Estimated Effort per Task (in hours)	Actual Effort per task (in hours)	Done (yes/no)	Notes
The player wants the game to be over when Pacman collides with a ghost. There should be several ghosts that move around the board	Finish implementing ghosts AI	All ghosts have a special behavior. Some chase after Pacman, while others are either in drunk (frightened mode) or are mainly in one	Simran/ Paul	7	7	Yes	

according to their own behavior. This can also include some of the special behaviors such as frightened mode or scatter mode. *The player wants the ghosts to move following the same rules as the ones Pacman abides by, this includes not being able to go through walls, and wrapping around the board.*		area only.					
	Finish power pellet / ghost frightened mode	The ghosts' special behavior logic and animations act as expected. Power Pellet activates 'pump' mode for pacMan and he is able to eat the ghosts for bonus points.	Alin	5	4	Yes	
As a user I want to be able to grab the bottle powerup, I then move in the opposite direction of the keys I press.	Bottle powerup	The bottle power up can be added to the map and picked up. When in use, the player starts to move in the opposite direction.	Alin	-	-	No	
As a user, I would want a screen to appear when I win/lose the game	Win/Loss screen	There should be a screen, one for winning the game and one for losing the game (when all lives are lost). The screen should appear at the end of the game. The screen that appears depends on the player's position (won or lost).	Filip/Sim ran	2	2	Yes	
As a user when the ghosts are frightened, I want to see them move to their home areas on the board.	Make ghosts' home area inside the board	The ghosts have a home area. The home areas are on the board and the ghosts can reach them.	Rube	4	2	Yes	
As a user, I want the game to be working correctly without any bugs.	Testing	At least 60% testing for the game (excluding GUI)	Filip	6	5	Yes	
As a user, I would want the game to consist of multiple levels, with increasing difficulty.	Creating more levels	Multiple playable levels are created.	Ruben	2	1	No	
As a user I want the sprites of the walls to connect so it looks like one wall.	Making wall sprites connect	The sprites of the walls connect to the walls next to them.	Ruben	2	2	Yes	
As a user, I want to be able to see the top 5 scores from the leader board.	Leaderboard	The Leaderboard screen works flawlessly. User has option at the end of the game to open this screen.	Alin	3	3	Yes	

As a user, I want Pacman to go over the pellets and the ghosts to go over Pacman.	Draw entities in correct order	Entities are drawn on the board in the correct order, so that ghosts/Pacman don't get behind pellets while moving around	Alin	2	2	Yes	

Main Problems Encountered

Problem 1

Description:

The merge requests that are created on gitlab take a dramatically long time to be reviewed and ultimately merged. Also, we ended up at times with 4-5 merge requests being up at the same time, some of those being several days old.

Reaction:

This happened to cause frustration among group members, as merge requests start to be more and more important and relevant to future code changes and since they just lay still on gitlab, one is forced to pull all the changes from that MR's branch to his current branch, so that he can work with the new changes- instead of pulling the updated from development.

Adjustments for the next Sprint Plan

We will be more specific when it comes to comments inside a new merge request and once they are addressed, announce this on the project's chat group as well as tag the responsible approver inside the reply, so that he knows it's been addressed and it's ready for approval.

Also, we will start reviewing a merge request the same day it has been created (at least one of the reviewers).