Team 15
11/14/2014
Sprint 2 Retrospective Document

Cardglomerate

Santiago Abondano, Nate Cool, Kamal Khan, Jordan Mounts, Richard Phifer

What went well?

- As a user, I would like to be able to play at least one type card game with my friends.
  Our system has one multiplayer game: War. 2 Players can compete against one another and their win loss ratios are saved.
- As a user, I would like to be able to play multiple types of card games.
  We implemented a blackjack game that one player can play against the dealer.
- As a user, I would like to be able to have a friends list.
  We have a simple friends list that shows all friends that are online with blue circles, and offline players have a red circle.
- As a user, I would like to be able to chat with my friends.
  We have a global chat feature that anyone can see if they are logged in.

We communicated much more effectively this sprint, so this is no longer an issue.

What did not go well?

We did not get the applet running on our website. Multiplayer was more difficult to put together than we expected so we had to switch our original plan from Texas Hold Em to Blackjack. The Texas Hold Em game logic was more difficult to connect with the client than expected. We waited too long to make the game logic and the game GUI work together for Texas Hold Em.

How should we improve?

The GUI of the card games need to be built with the underlying logic so they are more easily integrated. We waited for the logic to be done to try to make them work together. We should better estimate how much time we should put into each task, and we need to break each task down into smaller tasks. We should do better at researching when we run into issues with any part of the program.