Team 15

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Sprint 1 Retrospective Document

Cardglomerate

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**What went well?**

As a user, I would like to be able to create an account.

We created a fully functioning account setup and storage system. A GUI takes user information and stores it in the database. It all functions fine with minimal bugs.

As a user, I would like to be able to log into my account.

Users are able to log in to their account and the database/server verifies the information is correct.

As a user, I would like to be able to view the list of available games.

Users can see a list of available games with AMAZING pictures!

As a user, I would like to be able to recover my password if I forget it.

Users can reset their password to a random string of characters which is emailed to them, but they can not set what the password is set to.

As a user, I would like to be able to launch a basic game (war).

We can play a full game of war against an AI player with a standard GUI.

Overall, everyone worked well on their own parts. We also worked well together to bring the pieces together. SYNERGY! Our daily sprint meetings greatly helped us stay organized and on task. Version control helped stay updated, and helped us with working as a team.

**What did not go well?**

Early underestimation of work to do made us have to put a lot of time in at the last minute to pull everything together. Version control caused many issues with merging our files. Build paths and JAR files needed constant updating which slowed us down very often. The current system is different from our original plan, which can be fixed in a later sprint. The GUI is functional but lacking a lot of quality of life improvements and has several minor bugs. Learning Slick2D for the GUI was a good choice but inexperience with it lead to a lot of small problems and janky solutions in the GUI.

**How should we improve?**

We need to have more regular group meetings and after the meeting discussion we need to sit down and code together. A lot of issues arose due to us not coding together. Once we sat down next to each other and worked the issues were found and fixed much faster. Overall quality of code and use of object orientation is also something we could improve on. That way the pieces will fit together better and making additions and fixes is smoother and cleaner.