

Sprint Retrospective, Iteration #3

Group : Pac-Man, SEM29

User Story #	Task #	Task Assigned To	Estimated Effort per	Actual Effort per	Done	Notes
As a player i wanted to see ghosts move with different A.I.	Make pinky	Akif	2-3 hrs	2 hrs	Yes	expected
	Make blinky	Jason	2-3 hrs	2 hrs	Yes	
	collision for ghosts					
As a developer i want to use design patterns to make the code efficient	Make observable	Akif	2-3 hrs	2 hrs	Yes	Design patterns are
	Make Factory	Jason	2-3 hr	2 hrs	Yes	Design patterns are
As a player, if I want to eat powered pellets that must	Make Fruits	Shubhankar and Sweetik	2-3 hrs	2 hr	yes	get extra points
	Make beer		2 hrs	2 hrs	Yes	controls
	make Galboss	Shubhankar	2 hrs	2 hrs	Yes	can eat walls
As a data administrator i want to store the points of players	store scored after playing the game	Lesley	3 hrs	4 hrs	Yes	not merged to master
	Leaderboard	Lesley	2 hrs	1 hr	WIP	show up on

Problem 1

Description: Collision of ghosts and pacman wasnt working properly

Reaction: It was fixed

Problem 2

Description: Database connections issues regarding max connections

Reaction:

Made connections with database conditional

Problem 3

Description: *One of our teammates cant run the repository due to intelliJ issues*

Reaction: *To tackle this problem our teammate has decided to use a virtual ide or a different laptop.*

Adjustments for the next Sprint Plan

- 1 *Focus on making the leaderboard*
- 2 *Increase our test coverage*

Members	Swastik	Shubhankar	Lesley	Akif	Jason	
Total hours		4	4	4	4	4
Average weight		2	2	3	2	3