

Sprint Retrospective, Iteration #1

Group : Pac-Man, SEM29

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no/ wip)	Notes
<i>I as maintainer want to create an authentication system , so it is known who is playing at the moment, so I can assign the right scores to the right players.</i>	<i>read username and password from login GUI</i>	Swastik	2-3 hrs	2 hrs	Yes	<i>implemented task, using a deprecated method which can be replaced later on by an updated version</i>
	<i>Username access in database</i>	Lesley	2-3 hrs	2 hrs	Yes	<i>works as expected</i>
	<i>check if entered password corresponds with password in database</i>	Lesley	2-3 hrs	2 hrs	yes	<i>Still needs to be merged with development.</i>
<i>As a player, I want to eat all the pellets so that i can win.</i>	<i>Track number of pellets</i>	Shubhankar	2-3 hrs	2 hrs	Yes	<i>Pellets are counted in a weird way, can be improved later</i>
	<i>Stop moving ghost and player</i>	Shubhankar	2-3 hrs	2 hrs	Yes	<i>They stop when all pellets are eaten</i>

	Game ends	Swastik	1 hr	1 hr	Yes	isRunning is set to false and a window pops up telling the player that the game has been won
As a player, if I get eaten by one of the ghosts, I lose the game	Stop moving ghost and player	Akif	1-2 hrs	1 hr	yes	They stop when the ghost collides with Pac-Man
	Detect collisions between Pac-Man and ghost	Akif	2 hrs	~1.5 hrs	Yes	For now only works for one ghost, can be generalized later on when we add more ghosts
	Game ends	Akif	1 hrs	1 hrs	Yes	isRunning is set to false and a window pops up telling the player that the game has been lost
As a developer, I want to test my code	Tests for collisions	Akif and Jason	2 hrs	2 hrs	no	there is a headless exception which we couldn't resolve, but it's being worked on
	Tests for Database	Lesley	2 hrs	1 hr	WIP	powermock runner not working, is being worked on

	Refactoring the code	Jason	1-2 hrs	2 hrs	WIP	modularized the code a little bit, but not quite there yet
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Problem 1

Description: *One of the problems we had this week was the lack of Tests.*

Reaction: *To tackle this problem, we as a team decided to dedicate a few more hours on the tests.*

Problem 2

Description: *Did not design features beforehand which produced code with high coupling and no architecture*

Reaction: *To tackle this problem, we decided to any new feature should be designed before implementation and should be added to the class diagram.*

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 modularizing the code by refactoring*
- 2 *Focusing on Testing more now that features are satisfactory*

Members	Swastik	Shubhankar	Lesley	Akif	Jason	
Total hours		4	4	5	4.5	3.5
Average weight		2	2	3	2	3