

Main Problems encountered

Problem 1

Description: Changing the code architecture so it is cleaner, more open to extension and easier to maintain should extra features be added. Refactor the game logic so it is removed from the gui, and puck and paddle classes.

Reaction: With help from the T.A., and a lot of implementation time the code was improved. It could be improved still, and this is one of the goals for the final assignments.

Adjustments for the next sprint (Final Product)

- Think more proactively about what is good code design.
- Spend time planning out architecture before it is implemented.
- Try to follow design pattern conventions more closely.
- Try and implement more design patterns where they are apt.
- Try and extract the game logic from the game screen as much as possible.
- Try to extract the game logic from the data classes (Puck, paddle) as much as possible.