

Main Problems encountered

Problem 1

Description: Setting up libGDX with gradle.

Reaction: We had to spend time to fix these issues, so that the development of the project could continue. This took time to resolve the dependencies so that we used a single gradle file.

Problem 2

Description: When storing the scores, we are supposed to allow the user to input a nickname, and that should be saved with their. An issue comes into how to implement this. Should each user have a single nickname? Or should they be able to put in multiple nicknames? This description does not make the most sense as if you log in, you should be able to save your high-score and see this.

Reaction: We have ideas on how to solve this problem, such as not linking the user to the high score, or by allowing the user to have a single nickname that appears with their score. We are waiting for clarification on this problem.

Problem 3

Description: One of the mandatory requirements states that "At the end of each play, the game should show the top 5 scores that have ever been recorded.". This requirement does not perfectly fit into an Air-Hockey game as most of the games end with one player scoring 11 points before the opponent; or with one of the players leaving the game session.

Reaction: We came up with a possible implementation of this feature in our game. The top 5 scores are going to be based on the time in which one of the players won the game. The faster somebody has won the better.

Adjustments for the next sprint

- More testing. Much of the code is not yet tested.
- Be more specific in descriptions of the tasks to do for the sprint.
- Try to structure our code better. Organize the code into respective packages.