

Sprint Retrospective, Group 2, Snake, Iteration #1			
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User Story #	Task #	Task assigned to	Estimated effort per task (in hours)	Actual effort per task (in hours)	Done (yes/no)	Notes
The player should be able to open the game and see the board, the snake and the first food on the board	Making it possible to open the game (with a square grid)	Ayush Patandin	5	6	yes	It took a bit longer than expected, since we had to figure out how to import the javafx tools and had to understand the logic of the framework.
	Spawning a snake	Corné Vellekoop	5	5	yes	
	Food should appear at a specified position on the grid	Vykintas Civas	5	5	yes	
The player should be able to move the snake, grow by eating food and die by touching his body or the wall	Movement of the snake	Lukas Zimmerhackl	6	4	yes	
	Make sure the game can keep track of the snake position	Corné Vellekoop	6	6	yes	
	Make sure the snake dies if its head touches his body or the wall	Gregor Schram	5	5	yes	
	Make sure the snake can eat the food	Vykintas Civas, Lukas Zimmerhackl	5	5	yes	
	Make sure the snake grows when eating	Vykintas Civas, Lukas Zimmerhackl	4	2	yes	

Main problems encountered

Problem 1

Description:

Several people worked on the same class which resulted in merge conflicts

Reaction:

There was a designated person to fix those conflicts

Problem 2

Description:	We started implementing the game a little bit too late because we took too much time in trying to conceptually describing it. That resulted in a hectic week of programming. The work should have been more spread out.					
Reaction:	We made a good sprint backlog for the next iteration to avoid this.					
Adjustments for the next Sprint Plan						
For the next Sprint Plan, we can have more Requirements and planned in more time for implementations. Nevertheless, we were able to do more than we initially put in the current Sprint. We now know better how much time it takes us to achieve our goals and will better set weights/times for the tasks.						