

Monday May 23 Sprint 3 Retrospective

Generally, sprint 3 did not go well. The stories were assigned following sprint 2. Integration, pull request and reviews were done but the integration was much harder than the previous sprints. Because pull requests were not done throughout the sprint. Unfortunately Travis was not implemented, but Automated deployment worked well. The final product is not perfect due to time constraints

Stallon:

What went well?

- Creating join using socket.io
- Creating host using socket.io
- Creating hosting page
- Creating lobby page

What went wrong?

- Integrating the code

What could be improved?

- Testing for code implementation
- Time management

Qhamani:

What went well?

- Able to create a multiplayer page that allows users to join and host games using a game ID
- Creating a keyboard for individual boards
- Changing color of keyboard when guess word matches secret word
- Changing color of board when guess word matches secret word

What went wrong?

- The player in the rooms were not limited.
- The other players letters are emitted onto the other players server board
- Lots of bugs
- Unable to finish sprint within deadline
- The socket.io bug that prevented groups from receiving block colours wasn't solved.
- The Sprint was too short for the workload assigned.

What could be improved?

- More functionalities could be implemented
- Test coverage could be better, covering the client side too
- Time management

Sandile:

What went well?

- Was able to implement the timer
- Limit access to logged in user
- Limit access to logged out users

What went wrong?

- We could not be complete the sprint on time
- Integrating code

What could be improved?

- Testing could be improved
- Time management

James:

What went well?

- Implementing cookies
- Improving single player
- Checking user input with database
- Creating a real words database
- Changing color of keyboard when guess word matches secret word for single player
- Changing color of board when guess word matches secret word for single player

What went wrong?

- Time constraints
- Future recommendation would be working faster, and collaborative with group members as much as possible.

What could be improved?

- More functionalities could be implemented
- More tests could be done to increase our coverage of the code

Miya:

What went well?

- The implementation of rules page

- The implementation of beginner level page
- Implementation of levels page

What went wrong?

- Integrating the rules page
- Integrating of beginner level page

What could be improved?

- Time management
- More unit tests could be implemented to ensure proper functioning of implemented code.