

Sprint Retrospective, Iteration #1

Context Project: Programming Life
Group: PL3 (Thunder Wolf Squadron)

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual effort per task (in hours)	Done (yes/no)	Notes
Create a first GUI that can show the Genome and phylogenetic tree and has basic semantic zoom	Create a top-level view (ribbon view)	Rob	Rob, Hugo	25	30	yes	Designing the ribbon view took longer than expected, since javafx had problems dealing with large amounts of data
	Create a low-level view (graph view)	Hugo	Hugo, Rob	20	?	no	Due to illness of the member responsible, this task could not be finished
	Implement basic zooming (switching between levels by scrolling)	Evan	Evan, Hugo, Rob	15	13	yes	
	Show phylogenetic tree	Daniël	Daniël, Björn	15	N/A	no	There was no time to add the phylogenetic tree visualisation to the gui, due to the extra time that was needed for the database.
Read the input genome files and create a database that contains the data	Parse genome graph (gfa) and output to database	Daniël	Daniël, Björn	1	2	yes	Parsing was easy and did not take much time, but setting up everything related to the database did.
	Parse phylogenetic tree and output to database	Daniël	Daniël, Björn	1	2	no	We don't know for sure yet how to add the phylogenetic tree to the database. Parsing works however.
	Add table to graph that contains upper level nodes	Björn	Björn, Daniël	4	N/A	yes	We haven't yet made the distinction between upper level and lower level inside the database, because we are not yet sure what the best approach will be. The table structure has been created, however.
	Add table to graph that contains lower level nodes	Björn	Björn, Daniël	4	25	yes	
Presentation	Make and present presentation	Evan	Evan	2	3	yes	
Project Vision and Planning	Product Vision	Evan	Evan	3	4	yes	
	Product Planning	Evan	Evan	4	4	yes	

Note: when we created sprint plan #1, we did not yet have an accurate idea about the time tasks would take and how to implement some tasks, as this was the first week.

Problems

Problem #1

Description: Hugo is ill
Reaction: Because the other members didn't have any spare time, we decided to leave the low-level out of the first version (which Hugo was responsible for)

Problem #2

Description: Database workload underestimation
Reaction: We finished as much as possible, but some tasks could not be completed.

Problem #3

Description: Javafx not able to deal with huge data. The canvas where we store the ribbons couldn't expand any further.
Reaction: Since javafx didn't give a good description of the exception, it took quite a while to figure out what was wrong. Eventually, after a lot of time, we drew the ribbons really tiny.

Problem #4

Description: The integration of the individual GUI components was harder than expected
Reaction: Members working on the same part of the program (eg. the GUI or the database) will communicate more in the future to agree on the code structure