



UNIVERSITY OF THE
WITWATERSRAND,
JOHANNESBURG

Software Design Project : Snake Game Viewer
Meeting Title : Retrospective Meeting/Beginning of Sprint 2
Group Name : Runtime Terror
Venue : Discord
Time : 14h00
Date : 12 April 2021

1 Attendees

- Christopher Walley
- Daniel Christodoulou
- Jatin Makkan
- Makoko Campbell Manape
- Nkosiyaphila Mogale
- Reikert Holder
- Revash Govender
- Sibabalwe Zingitwa
- Siyabonga Coka
- Talha Minhas

2 Discussion/Engagements

Reikert conducted the sprint review and chaired the meeting this day. He wanted to see the progress that we have made for sprint 1, since this was a live meeting, all the things he requested to be shown, Christopher did a live demonstration for him during the meeting. Following are discussion points on how the meeting went.

2.1 Live Demonstration

- He asked to see the user stories for sprint 1, UI design was not completed during the sprint.
- The project will be graded out of 90.
- The user designs were incomplete, this part was graded 8/10.
- He asked to see any proof of everyone that they have signed in on GitHub and asked to see the commits. Only 3 people committed viz. Christopher, Revash & Daniel. However, Christopher mentioned that some members uploaded on Taiga.
- Reikert suggested that if we decide that a member does not have to code, it is better that they comment on the code rather.

2.2 Coveralls

- Add user stories in the Wiki page, Rieker advised.
- Overall we were graded 82/90, with the remaining information taken into account then it was 87/90.

2.3 Sprint Restrospective in General

- Having more sprint meetings helped with making sure everyone knew what was going on.
- We need to focus more on breaking up stories into smaller tasks.
- For a lot of people it took a while to get into the new code and framework, setting up of the project and environment also took quite a lot of time. This meant that there was less time for actual work on the user stories for this sprint.
- UI had some tasks still open. Not a big issue as the design is going to be continually changing throughout the course of the project, and most of it was due to being out of practice with HTML and CSS, meaning that pace will pick up.
- The database design just needed some small changes, breaking up the games table into 2 tables, one for the scores and one for the games.
- Scope for the caching had to be reduced; It is not feasible to store more than 1 or 2 games in the local cache before running out of space.
- The UI team had some good designs for the viewer that are beyond just the basic squares that would be nice to implement, but we need to make sure that it properly reflects what is going on in the server side.

- Siyabonga is still having computer issues, Jatin has been moved into the UI team to help out Talha with the workload.
- The fake server still needs a lot of improvement to properly emulate an actual game. Without this we can't properly test the viewer.

2.4 Sprint 2 Planning

The meeting had two parts in it viz. sprint retrospective and sprint 2 planning, since everyone had already gathered for the sprint retrospective it was good to continue with sprint 2 planning. Christopher now chaired the meeting in preparation and planning for sprint 2, the meeting unfolded as follows:

Chris advised that we need to capture screenshots in order for them to be uploaded. He added that we need to check the rewind functionality as well. Jatin asked whether can the rewind functionality be similar (if not the same) to the one on YouTube, also should it be available for all previous games or just the recent previous game? Chris responded to that by saying just only the recent previous game.

A summary of the discussions we had are as follows:

- *Devs* are going to add user stories to backlog before 2 pm, then after lab meeting for sprint 1 we will go through and assign points and tasks.
- A proper database solution needs to be implemented from the design.
- The fake server needs a lot more functionality in terms of providing different games and handling multiple connections.
- The UI needs to display the leaderboard, division selector and viewer; *play/pause/rewind* buttons.
- Viewer needs to be able to handle switching divisions

The following points were different user stories that everyone had opted to work on.

- Chris and Daniel decide to work on the rewinding functionality. Chris then suggested that our point system for user stories on Taiga should be given like 1 point for 1 day taken towards the completion of the user story.
- Databases: Campbell was working on this point. Chris was generally concerned whether what would he need to get a proper database? Campbell was concerned about the security of the database whether should it be secured, he then mentioned that he had a few tasks he needed to do in finding a server solution.
- UI; Talha, Siyabonga and Jatin decided to work on this aspect of the project.

- Revash and Sibabalwe had not been assigned to any user stories before, so they decided to work on this aspect; communication with the server on what divisions are displayed, how the user interacts with the game or chooses what to watch.

3 Conclusion

Further engagements took place on the WhatsApp group. Not necessarily discussing new points, just the elaboration or explanation on the different tasks and problems that one might have experienced.