

Sprint Retrospective, Iteration # 1

User Story	Task	Member responsible for the task	Specific Task	Task Assigned To	Estimated Effort per Task (in hours)	Actual effort per task (in hours)	Done (yes or no)	Notes
As a developer I want to understand the system I'm working in, so I can make good software.	Research Tygron Engine	Everybody	Multiplayer session exploration	Marco, Ronald	15	4	yes	
			Try stakeholder interactions	Marco, Ronald, Matthijs, Joshua, Lisette		8	yes	
			Interaction with environment	Marco, Ronald, Matthijs, Joshua, Lisette		4	yes	
	Make small example game	Everybody	Setting up goals for stakeholders	Matthijs	5	1	yes	
			Conflict situations	Matthijs, Marco, Ronald		3	yes	
			Preparing for basic environment	Marco		2	yes	
Product vision	Create the product vision draft	Marco, Ronald	x	x	x	2	yes	Was not initially accounted
Product plan	Create the product plan draft	Marco, Lisette, Ronald	x	x	x	2	yes	Was not initially accounted

Context Project:
Virtual Humans for
Serious Gaming

Group: CodeFox

Main Problems Encountered

Problem 1

Description: Lack of information

Reaction: Time was spent inefficiently

Problem 2

Description: Scattered communication

Reaction: Create a single communication platform

Problem 3

Description: Not arriving on meetings on time

Reaction: Make clear and firm agreements for next meetings

Adjustments for the next Sprint

Use a single communication platform instead of scattered media.

All agreements should be clearly described on a this single platform.

We should make more use of Slack (everyone has access to Slack) so that we can communicate better

In the future we should create more concrete sprint plans so that it will be more clear what we should do