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| INFT 2100 – HAL O’CONNELL  Section 701-702 |
| Sprint 2 Review & Retrospective Meeting |
| Project Closure |
|  |
| **Coltin Elson w0258190**  **Jes Ritchie w0303260**  **Ben Hartling w0400132** |
| |  | | --- | | **Date: December 12, 2017** | |

**Project team sizes:**

The project team consists of 3 members:

* Coltin Elson – Project Manager & Developer
* Jes Ritchie – Test Lead & Developer
* Ben Hartling – Head of IT & Developer

**Actual effort spent on each task in the project:**

|  |  |  |
| --- | --- | --- |
| **Task** | **Expected Effort (hours)** | **Actual Effort Spent (hours)** |
| UI Built | 6 | 6 |
| AI can build code | 2 | 1 |
| User can enter guess | 2 | 1 |
| UI Displays guess feedback | 4 | 4 |
| Game Lost if max turns reached | 4 | 2 |
| Test Results | 6 | 10 |
| **Total:** | 24 | 24 |

**The size of the project:**

The project deliverables included 44 pages spread across 2 documents, and 286 lines of code.

**The requirements or expected deliverables:**

* Source code
* The test results for program initialization
* The test results for conducting a guess turn
* The meeting minutes and burn charts

**Actual Deliverables produced**:

The 2 test suites expected have been combined into one larger project wide test suites.

* The meeting minutes and burn charts (~8 pages)
* *Source Code* (286 lines of code)
* Test case for program set up and conducting turn (~36 pages)

**Performance against Schedule:**

|  |  |  |
| --- | --- | --- |
| **Task** | **Early/Late/On Time** | **Amount Over/Under Target Time** |
| UI Built | On Time | N/A |
| AI can build code | On Time | N/A |
| User can enter guess | Early | 2 work hours |
| UI Displays guess feedback | On Time | N/A |
| Game Lost if max turns reached | Early | 4 work hours |
| Meeting minutes and burndown chart | On Time | N/A |
| Test Results | On Time | N/A |

**Lessons learned from the project:**

During the course of this Sprint, all tasks as defined in the checklist produced during Sprint 1 were completed as planned. There was, however, an additional feature initially defined in the project plan that needed to be sent to the backlog. This feature that was sent to the backlog is the option for the user to replay the game after it is finished. This was mainly due to the fact that the technology used for this project, Unity, was a new technology for the team members of this project. Due to the time constraint given from the project, there was not enough time to research this particular feature and it had to be pushed back.

In future Sprints, more time for researching would be given to ensure that the requirements for each feature are more thoroughly investigated to ensure that they are viable for the team members to complete during the time set for the Sprint.

**FINAL BURNDOWN CHART:**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PROJECT COMPLETION CHECKLIST | | | | | | | | | | | |
| TASK | YES | | | | | NO | | | | | COMMENTS |
| Project Schedule for Sprint 2 | X | | | | |  | | | | |  |
| Develop UI | X | | | | |  | | | | |  |
| Complete Source Code | X | | | | |  | | | | |  |
| Finished Test Results | X | | | | |  | | | | |  |
| Proofreading | X | | | | |  | | | | |  |
| Confirming the proper citation of references | X | | | | |  | | | | |  |
| reviewing against the rubric | X | | | | |  | | | | |  |
| Burn Down Charts (x5) | X | X | X | X | X |  |  |  |  |  | 5th is part of retrospective |
| Scum Minutes (x5) | X | X | X | X | X |  |  |  |  |  | 5th is part of retrospective |
| Hand in project (ON TIME) | X | | | | |  | | | | |  |