Sprint Reflection # 3

Context Project: Games

Group: 1 (a.k.a. Funky Donkey Studio)

Task	Estimated effort	Actual Effort (hours)	Done (yes/no)	Notes
DEADLINE product planning final 15/05	-	-	yes	
Improve product planning taking into account the feedback given by the TA's	3	3	yes	user stories clarified, contextual awareness added to introduction
Add references	2	-	no	Wrong task. n.a.
Polish	1	00:30	yes	formatting & spell check/ grammar check done
DEADLINE emergent architecture design draft 15/05	-	-	yes	
Design game architecture (class responsibilities, UML diagrams, etc)	3	-	no	postponed to next sprint
Improve EAD taking into account the feedback given by the TA's	2	00:20	yes	
Test wave formation	3	3	yes	
Bind controls to wave manipulation	2	4	no	postponed to next sprint
Implement restrictions (no weird shaped waves are	3	0	no	postponed to next sprint

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formed)				
When wave coordinates change wave structure "smoothly"	3	0	no	postponed to next sprint
Add a standard moving targets that the ball can hit and will disappear after hit	3	0	no	Spent more time finishing obstacle implementation. Targets will extend the parent of obstacle. Target implementation will go faster next week.
Add a simple wall obstacle that can hinder the ball on the way	2	4	yes	
Camera detection script runs in opencv in java	1	15+	yes	The assigned team member encountered a problem he had a hard time resolving -- it is working now (solved by our ta jesse donkervliet)
Camera detection algorithm to find important control points	4	01:30	no	This task depended on the completion of the previous task ("camera detection script runs in opencv in java"), postponed to next sprint
Test Camera detection	5	-	no	Camera detection implemented during last days of sprint. Testing camera detection postponed to next week
Test ball movements/physics	3	4	yes	
Add custom ball movement (balls never stop rolling)	3	1	yes	

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Main problems encountered

Problem 1

Description:
Getting openCV to work in travis ci
Cause:
Did not understand the functioning of the pom.xml and travis.yml well enough. Could not get build to pass on travis ci.
Impact:
The camera detection algorithm was not finished at the planned time. Other tasks needing this one to be completed could not be worked on (like test camera detection)
Reaction:
We spent a lot of time trying to get it to work. We eventually asked the SA to help us out and thanks to him it is working now.

Problem 2

Description:
Dependencies between tasks causes problems in the workflow.
Cause:
Certain tasks in the sprint planning depended on other tasks to be completed first before work could be started on them.
Impact:
This created problems as implementing these tasks could only start very late or not at all when their dependencies were incomplete.
Reaction:
We will have to choose tasks more carefully and pick tasks that have as little dependencies between them as possible.
If there are such dependencies, the tasks that are required to be completed first will have a very high priority to be completed as fast as possible.

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Adjustments for the next sprint plan

Adjustment 1

Description:
Ambitious sprint

Motivation:
This was an ambitious sprint, with a lot of tasks, primarily because we want the game to be playable as soon as possible. Next week, according to the planning, there should be playable spikes. We postponed a lot to next week, which was meant to function like a buffer-week anyway.

Change:
We will work harder next week.

Adjustment 2

Description:
Flexibility in change of responsibilities

Motivation:
Some tasks that could have been finished this week were not, yes, because tasks depended on others, but also because we didn't do daily meetings well this week. Reporting on what we're doing and communicating our thoughts on the feasibility of tasks is crucial to finishing tasks.

Workload shouldn't be a fixed thing we define at the start of a sprint, but should be able to vary depending on how the week goes for all group members.

Change:
Make sure to do daily meetings, and not only discuss what everyone has done, but also discuss the feasibility of assigned tasks.

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