

# Sprint Reflection # 2

Context Project: Games

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

Task	Estimated effort	Actual Effort (hours)	Done (yes/no)	Notes
DEADLINE Product planning draft 07/05	-	00:45	yes	
Construct product backlog (meetings)	3	04:00	yes	Constructing good user stories was challenging, the rest of the product planning (like roadmap) was highly dependent on user stories. Estimated effort way too low.
Define DOD (definition of done)	2	00:30	yes	
Construct Roadmap (release schedule/release goals)	2	01:00	yes	Needs more scrutiny
create UML diagram	2	01:00	yes	
DEADLINE Product Vision final 08/05	-	-	yes	
Improve the Product Vision taking into account the feedback given by the TAs	2	04:00	yes	Took a lot more time than expected, needed more references and a gameplay section.
DEADLINE first peer evaluation 08/05	2	-	yes	
Do the peer evaluation	1	00:10	yes	
DEADLINE demo 08/05	-	-	yes	

08/05/2015

Prepare jMonkey demo	1	00:15	yes	Quick group meeting
Prototype camera detection implementation	5	08:00	no	Experimented with appropriate built-in opencv functions but decided to write our own because we have a specific goal. Algorithm only describes, does not detect yet.
Write function that draws line to represent wave	3	05:00	no	Needs more time to experiment and design solid system, that can take in a clear format, and can be manipulated easily
Develop ball object that rolls over a line	3	06:00	yes	Ball rolls, but over a box spatial, not yet a 'Spline', which is created in the wave representation function.

# Main problems encountered

## Problem 1

### **Description:**

*2 free days, remaining time was less than expected, thursday's lectures proved time consuming as well.*

### **Cause:**

*work stagnation during off days, overestimation of time together.*

### **Impact:**

*Hasty draft documents, less time for demo.*

### **Reaction:**

*Worked hard from wednesday onwards, meet as much as possible on thursday.*

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## Problem 2

### **Description:**

*Division of responsibilities, in particular in deliverable documents, is not sufficiently clear.*

*We used 'team' in the assigned to column because it was a group effort, but this did not make it clear who should do what and who was eventually responsible for the resulting documents, greatly reducing the efficiency when we worked on such documents.*

### **Cause:**

*We underestimated the importance of having a single responsible team member per task. Instead we only had one responsible member per deadline.*

### **Impact:**

*Slow progress on the documents that were assigned to team. A light dose of stress was generated due to confusion.*

### **Reaction:**

*We quickly decided the responsible people on the spot where needed, subdividing task into smaller chunks.*

# Adjustments for the next sprint plan

## Adjustment 1

**Description:**

*See through timetable better, realise how much time we have together, and communicate better on free days, so that time is efficiently spent as well.*

**Motivation:**

*To use our time more efficiently and get more done each week.*

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## Adjustment 2

**Description:**

*Define a responsible team member not only per deadline but also per task, define subtasks for tasks and have people responsible for those as well.*

**Motivation:**

*To make sure all work gets done on time without loss of quality.*

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## Adjustment 3

**Description:**

*Add priorities to tasks in the sprint planning.*

**Motivation:**

*Priorities will make it clear which tasks are the most important and need to be finished before other, less important tasks.*

## Adjustment 4

### **Description:**

*Make sure all tasks are achievable.*

### **Motivation:**

*Two tasks are flagged as not done in this reflection, however this is not the result of a lack of work. Instead this is the consequence of planning too difficult a task which could have been reformulated (and maybe even segmented into multiple sub tasks) so that it would become feasible.*