Sprint Reflection # 4

Context Project: Games

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

Task	Estimated effort	Actual Effort (hours)	Done (yes/no)	Notes
DEADLINE emergent architecture design draft 22/05	-	-	-	
Design game architecture (class responsibilities, UML diagrams, etc)	3	1	no	Design was postponed again in light of more pressing deadlines (playable spike). Unacceptable for next week.
Improve EAD taking into account the feedback given by the TA's	2	-	-	Feedback: make a design.
Bind controls to wave manipulation	2	12	no	Camera dataset is being interpreted and can change the (old) wave. Implementation is there, but is bound to slow system (terrain). Needs to be added to new wave implementation (custom mesh). Hours include terrain implementation which is not representative for this task.
Implement restrictions (no weird shaped waves are formed)	3	6	yes	
When wave coordinates change, adapt wave structure "smoothly"	3	2	yes	Needs to be merged with custom mesh wave
Add standard moving targets	3	3	yes	Simple target exists that is stationary

22/05/2015

that the ball can hit and will disappear after hit				
Add more obstacles that appear and disappear over time	3	-	no	Spent a lot of time (10h) creating a custom mesh for the wave to increase performance instead of this. This new wave needs binding to (camera) controls. (Stephan)
Camera detection algorithm to find important control points	4	6	yes	Works. Returns dataset that can be interpreted. Camera only works on one laptop.
Test Camera detection	5	0	no	Code is still untested.
Implement counting the combo when balls hit targets	2	2	yes	Works though sometimes too much combo is added, need to be fixed, still
show combo count on hud	1	1	yes	

Main problems encountered

Problem 1

Description:
Lost a group member.
Cause:
Dennis van Peer was hospitalized.
Impact:
The rest of the project will have to be completed with the four remaining members.
Reaction:

Problem 2

Description:
Bad framerate.
Cause:
The curve was drawn with a lot of small cubes which was really CPU intensive when binding controls
Impact:
This created problems as implementing movement to the curve would drop the frame rate of the program to 0. We postponed other tasks again because the implementation was unusable, and did an overhaul of the implementation to get it working with a changing curve and camera detection for the playable spike.
Reaction:
Change the way the wave was implemented, using a custom mesh, so that is had a single shape, instead of consisting of many qubes

Adjustments for the next sprint plan

Adjustment 1

Description:
Prioritize better.

Motivation:
EAD has been neglected this week as well.

Change:
Clearly define priorities in sprint plan (already in progress), and use this information during the daily meetings to discuss what should be worked on on that particular day, and whether tasks will be finished on time (feasibility).

22/05/2015