

Sprint Reflection # 1

Context Project: Games

Group: 1

| User Story # | Task # | Assigned to | Estimated effort | Actual Effort (hours) | Done (yes/no) | Notes |
|--------------|--------|-----------------|------------------|-----------------------|---------------|--|
| 1 | 1 | Dennis | - | 0 | yes | Deadline |
| | 2 | Team | 2 | 4.5 | yes | Significantly more difficult than expected (it turned out to be a long debate) |
| 2 | 1 | Olivier, Danilo | - | 0 | yes | Deadline |
| | 2 | Olivier, Danilo | 3 | 2.5 | yes | Danilo didn't pitch (emergency: hospitalized) |
| | 3 | Olivier, Danilo | 1 | 2 | yes | Not just Olivier & Danilo (Dennis & Stephan too) |
| 3 | 1 | Dennis | - | 0 | yes | Deadline |
| | 2 | All | 2 | 0 | yes | Constructed ad hoc |
| | 3 | Team | 2 | 5 | yes | Combined with meeting to decide on answers. Took more time & organisation than expected. |
| 4 | 1 | Team | 4 | 1 | no | Partially finished, deferred to next sprint |
| | 2 | Team | 2 | 0 | no | Conflicting with new EAD deadline, deferred to next sprint |
| | 3 | Team | 3 | 0 | no | Conflicting with new EAD deadline, deferred to next sprint |
| 5 | 1 | Team | 2 | 2 | yes | Some team members have completed the setup and the dependencies/plugins are defined in the POM |

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- The work on the product planning had to be moved to the next sprint due to an unexpected change in the schedule, meaning we had to make the emergent architecture design draft sooner. Naturally we spent less time on the product planning (backlog, DOD, etc) as a consequence.
- The estimated efforts we set were in general quite accurate. Some comments:
 - The biggest variance is the choosing of the game concept, which involved quite some discussion and thus took longer than expected. We had a fervent discussion whether to choose the wave concept or the ship concept, pitching the concepts to each other and developing our thoughts. Eventually we decided to do the simpler one, believing it to have a higher fun to effort ratio and be more feasible within the given timeframe.
 - The pitch preparation took less time than expected. We coped well with the unexpected absence and managed to pitch well nonetheless.
 - The product vision took a total of about 5 hours, way more than anticipated. We did all the work together as team, instead of first writing answers individually and then discuss and form the entire document. There was no actual effort in writing the individual answers.