

Sprint Reflection

Week 3: 8 May - 15 May

User Story	Tasks	Assigned To	Estimated Effort	Done	Notes
User can control the music using the GUI	Implement control buttons in GUI & controller	Felix	5 Hours	yes	All gui features from last week are finetuned, no new features implemented
	Implement basic GUI functionalities (like about, exit and other basic buttons)	Felix	15 Hours	no	All gui features from last week are finetuned, no new features implemented
	implement new playlist loader	Millen	10 Hours	yes	
	implement library and playlist tabs to switch between those views	Millen	15 Hours	yes	
User listens to tracks continuously	implement continuous audio stream for music player	Davey	20 Hours	No	Encountered many bugs using the tarsos library. Able to play tracks but when switching tracks to fast it will crash.
User gets optimized playlist without quality drop near the end	improve sorting algorithm	Roy	15 Hours	yes	Cost much more time because there was no library supporting our structure. So there was a need to write our own.
User doesn't have to scan tracks for key first	Implement a key finder library	Roy	5 Hours	no	sorting algorithm was so time expensive that there was no time left..
User has to wait shorter on startup to load library	implement XML import on startup	Emiel	10 Hours	yes	
	Adding new tracks to an existing xml library	Emiel	10 Hours	yes	

Main Problems Encountered

No new GUI features

Description:

We were able to finetune all the features previously introduced in our GUI. However, we couldn't decide on some of the bigger changes. The main problem, was that we were not able to schedule a meeting with the entire team after tuesday. We felt that this was a decision that should be made by the team as a whole. Further effort was redirected towards writing tests.

Reaction:

We felt that it was best to delay the more radical changes for the next sprint. In that way we could make it more of a team decision. During each meeting it could be clearly explained what was going to happen to the GUI and how their work would be affected.

Unfinished features

Description:

Using the tarsos library led to a buggy music player. Switching tracks to fast crashes the program. Furthermore there was no perfect tree library for the new sorting algorithm. There is a lot of time spilled trying to adapt libraries but in the end there was a need to write a own library structure. Because of that there was no time left to implement the key finder library.

Reaction:

Try to fix the problems with the tarsos library. Otherwise looking for other libraries. Plan enough time to fix those problems. The implementation of the key finder library will be fixed in the next sprint

Unplanned additional features

Description:

Because the delay for more radical changes in the code, there was a focus on getting a better testing coverage.

Reaction: An improvement of 15% test coverage. So the total test coverage is now 70%.

Communication

Description:

This sprint we had great difficulty in planning our meetings and communication within the team. Millens phone broke, so he was practically unreachable at the end of the sprint.

Reaction:

Other group members jumped in and finished work that had to be done. From here on out all group members are required to check in with the others at least once a day.

Tasks in sprintplan

Description: This sprint and all the sprints before there was no arranged time for the deliverable documents and testing. So on top of the sprintplan we had to make these.

Reaction: From the next sprint we will clearly add all the other tasks besides the coding tasks.

Adjustments for next Sprint Plan

Schedule meetings again every day.

Adding other tasks than what to code to the sprint plan.