

# Sprint Reflection

Week 4: 15 May - 22 May

User Story	Tasks	Assigned To	Estimated Effort	Done	Notes
User encounters a GUI in which all programme features can be accessed by pressing the correct buttons.	Implement basic GUI functionalities (like about, exit and other basic buttons)	Felix	10 Hours	yes	Priority: high
	Implement GUI functionalities in controller	Millen	12 Hours	Yes	Priority: medium
User can use the program without getting errors or crashes.	Improve code coverage to 75% overall.	Millen	10 Hours	Yes	Priority medium.
User can listen to music without interruptions while using this application.	implement continuous audio stream for music player without crashing the player and better fading	Davey	20 Hours	Yes	Priority: high
User doesn't have to scan tracks for key first	Implement a key finder library	Roy	10 Hours	No	Priority: medium
User will see new features in stable releases	Writing sprint report and new sprint plan	Felix	3 Hours	Yes	Priority: high.
User will hear a better matching playlist	Implement energy Level detecting	Emiel	20 Hours	No	Priority: medium. Research took way longer than expected
	Improve score rating algorithm including energy levels	Roy	10 Hours	No	Priority: medium. Energy levels not implemented yet
User will be able	Convert all	Felix	8 Hours	No	Priority: low. Not

to better follow the product progress	documentation to latex				worth time investment to convert all documentation!
---------------------------------------	------------------------	--	--	--	---

## Main Problems Encountered

### Algorithm

#### Description:

The algorithm we have been working on since sprint 3 caused some problems with the time complexity. For a list of about 30 tracks it worked perfect, however on a list of 50 tracks or more it crashed.

#### Reaction:

We are still working on this problem to fix it, since we do want playlists of more than 50 songs. This is the reason why Roy couldn't implement the key finder yet.

### Testing

#### Description:

Some parts of our programme use the Tarsos DSP library, for audio manipulation for example. However to be able to test these parts of your application, one actually needs quite a lot of background knowledge about the inner workings of this library. This way, testing code that used anything related to this library, was much harder than expected.

#### Reaction:

Our test coverage was already rather high, focus on writing these tests in the coming weeks. We now know how complex this task really is.

### Communication

#### Description:

Last sprint we noticed, that as a team, we started slacking a bit when it came to the regularity of our meetings. We still got the work done, but in earlier sprints we did most of our best work when sitting together with the entire team. A lot of great ideas for new features or designs came to be during these session, so we figured it would be a shame if this wouldn't be the case for the rest of our project. Also, some group members still have the tendency to go MIA for a day or two at times.

#### Reaction:

Plan daily meetings and make sure everyone will be there, otherwise they have to make up the time they missed. Staying in touch is key, keeping the rest of the group up to date of what you are doing should be part of daily routine.