

Sprint Reflection

Week 1: 24 April - 1May

User Story	Tasks	Assigned To	Estimated Effort	Actual	Done	Notes
User inputs list of songs and receives playlist with each track matching as close as possible	Playlist & Track models, which load id3 data from disk given a list of tracks	Roy	Moderate	5 hours	Yes	
	Playlist Loaders (getting a list of music files from a directory or u.m3)	Emiel	Moderate	6 hours	Yes	
	Class that calculates the compatibility between two tracks, based on bpm, key and energy level	Davey/Felix	Moderate/Hard	10 hours	Yes	
	Algorithm that creates a new playlist, based on the compatibility levels between tracks	Davey/Felix	Moderate	10 hours	Yes	
	Parsing of ID3(key/bpm) to Track object	Roy	Hard	10 hours	Yes	
User expects first version of the application to work in the command line	Simple command line frontend / input output	Felix	Low	5 hours	Yes	
	Logging to command line & file	Millen	Low	4 hours	Yes	

User can play music with file received from system	Make system export .m3u file	Emiel	Moderate	2 hours	Yes	
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Main Problems Encountered

Incorrect time estimations

Description:

Every time estimate we made for this sprint were incorrect. Causing the initial division of the workload to be out of balance.

Reaction:

Those group members whose tasks who turned out to be easier than anticipated jumped in on to help on the tasks that we underestimated. In this way we were still able to implement everything on time.

Missing of appointments

Description

We encountered an exceptional amount of cases of oversleeping this sprint.

Reaction

Not requiring everyone to be present at 08:45 sharp. Moving the most important of each team session to later in the day and introducing nightly meetings as well. Making meeting times more flexible helped us greatly during the sprint and we will continue to do this.

Adjustments for next Sprint Plan

Make better time estimates.

Pay more attention to even division of workload.