CSE 3902 – Team 4 Reflection

MWF 12:40pm - 1:35pm

Sprint 4

This sprint was very rough for the entire team. It must have been due to the whole pandemic thing and being thrown out of normal routines that caused us all to not be productive as we have been previously. We still put in a lot of honest effort and can be proud of how far we have come and what we have been able to accomplish during this unprecedented time.

One of the largest issues was that we were unable to get things done on time, and that is something shared amongst all of us. The MVP of doing stuff early was Mingkun, all of his hard work has been crucial for the team's success so far.

Another huge issue was merging buggy code. We had a problem where someone did not test their code before trying to merge it into the master branch, so the entire game was broken, and hours were spent debugging. We need to create our own separate branches, implement in small increments, and test that the game still works before every push. Then, once everything is implemented, we should do a pull request to the master branch to make sure everything is okay.

We have a lot of catching up to do for sprint 5, but I have a feeling we will be able to get at least most of the rest of the project done before its due date. We would like to thank Professor Boggus and our grader Quinn for all the help they have provided throughout the semester.

Burndown Chart: