

Iteration 0 Report

Iteration 0 Summary

We were able to meet with our client twice during the iteration, and in these meetings we discussed topics such as what they liked and disliked from the previous groups product, what new things that want to see in our revision, and when all we can have meetings to keep everyone up-to-date. Apart from those meetings, we also met 8 times as a team so we could prep for the client meetings, work on anything that should be done as a group, and/or delegate any work that could be done by a single person and needed to be done before the next meeting.

Our plan for this iteration was to get everything prepared and setup, so that we could hit the ground running, with hopefully no hiccups, in iteration 1. This included creating a release plan for the project charter (Jeffrey), creating the project mockups for the project charter (Matthew), creating user stories for the project charter (Kendall), writing the elevator statement for the project charter (Grant), writing the concept on the project charter (Jeffrey), create success sliders for the project charter (Robert), identifying challenges, roadblocks, and risks for the project charter (Justin), identifying users and personas for the project charter (Robert), creating the stakeholder and influence matrix for the project charter (Matthew), creating the definition of done for the project charter (Grant), creating the team charter (Everyone), connecting Unity and Gitlab (Jeffrey), create team temperature chart (Matthew), writing the retrospective summary (Jeffrey). We managed to complete all of these stories, which allowed us to generate new stories that we will be doing in future iterations. However, all of these newly generated stories are subject to change and could possibly spawn new stories given that these are our first ideas on what we will do.

Plan for Iteration 1

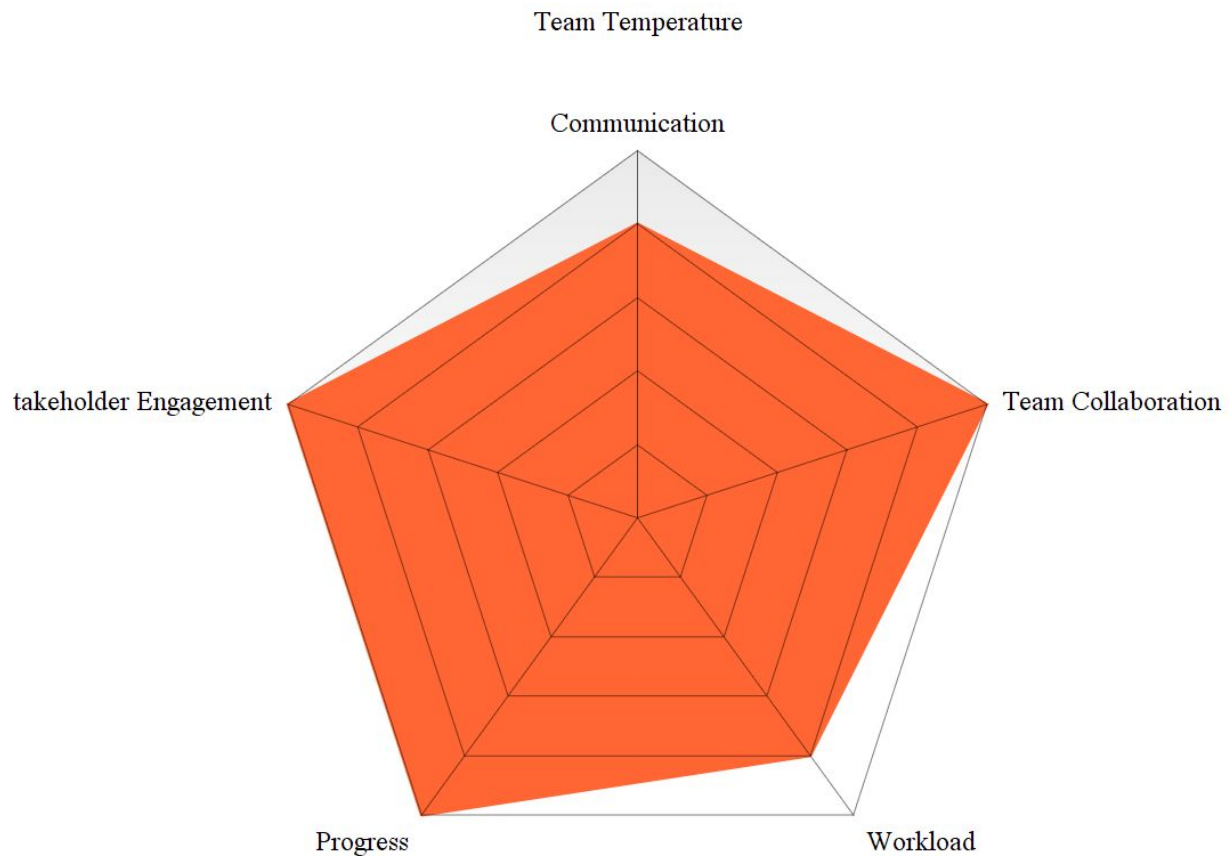
Our plan for iteration one will be heavily focused on building our collective skills with Unity. We will do this by finding free online tutorials, and sharing any other helpful resources we come across. We were able to attain access to the code from the previous team who worked on this project late in iteration zero, and so we will all make sure to become familiar with the current state of the project. We do not have any user stories in the backlog after iteration zero and heading into iteration one. For iteration one, the features that we would like to complete are the main menu for the game, to have one working mini-game (specifically the driving game, and to have a working pause-menu for the mini-game/game. The amount of points that we will be attempting for this iteration based on the user stories surrounding the features just mentioned is 20 points.

Lastly, we will continue to have our weekly meetings with our client on Thursdays at 2 pm (3 pm EST), and our daily team meetings.

Burn Up Chart



Team Temperature



Retrospective

Went Well	Could Go Better	Questions
<ul style="list-style-type: none">• Communication• Client interaction• Getting stuff done• Workload division	<ul style="list-style-type: none">• Getting stuff done sooner• Staying on track• Time management	<ul style="list-style-type: none">• Is there existing code and can we get access to it?• Can we use Trello?

Action Items:

- Understand assignment guidelines and ask for clarification if needed

Summary

Our team identified several points where we are excelling. Communication is something we all agreed was good. We communicate regularly on Slack, have regular meetings, and

overall, do a great job with explaining our thoughts and ideas with each other and listening to what others have to say. We also noted that our interactions with our client were all positive and helpful. In each of our meetings with our clients, we left with a better understanding of their expectations and each meeting was a positive interaction. We also noticed how much we are able to achieve together. During the meetings where we worked on things together, we were able to quickly complete large portions of our overall work and find a rhythm/cadence among team members. Not only were we able to complete things quickly, we also all agreed that the division of the workload as fair and evenly distributed.

Despite being able to work quickly, a lack of understanding of the requirements for assignments meant that we were scrambling to fulfill requirements that we didn't realize existed (for example, the showcase). Additionally, there were times where we would get distracted in our meetings and go on tangents. While we believe small tangents aren't always a bad thing (certainly better than awkward silence), when we are under a strict time limit, they can inhibit how much we are able to achieve.

Our first action item is to understand the assignment guidelines. Because we didn't fully understand assignment guidelines, we were scrambling to finish things last minute. This also led to tangent conversations occurring because members didn't know what to do. When questions arise over what it is we need to do, those questions need to be taken to the appropriate people (in this iteration, our coach) without hesitation.

We also discussed time management and how we should try to use the time we have together to get more work done. Members are going to be more mindful of this during meetings, and focus more on defining and completing clear objectives going forward. We recognize we had to schedule extra meetings during this iteration partly due to a lack of time efficiency. While this was not a big problem, we all agreed we'd like to get things done sooner and quicker.

A couple questions came up during the retrospective. The first was, "Are we able to access the previous project?". We communicated with our coach and were able to get access to that repo fairly quickly. The second question was, "Can we use Trello, and should we use it?". There was a discussion about this and the team decided it would just be easier and make more sense to stick with the Gitlab kanban board.

Showcase

<https://www.youtube.com/watch?v=QHB7Dvb2pNI>