

# Iteration 1 Report

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## Iteration 1 Summary

We were able to meet with our client 3 times during the iteration, and in these meetings we discussed topics such as the new driving game view point, menu screen colors and plans for the current iteration. Apart from those meetings, we also met 7 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.

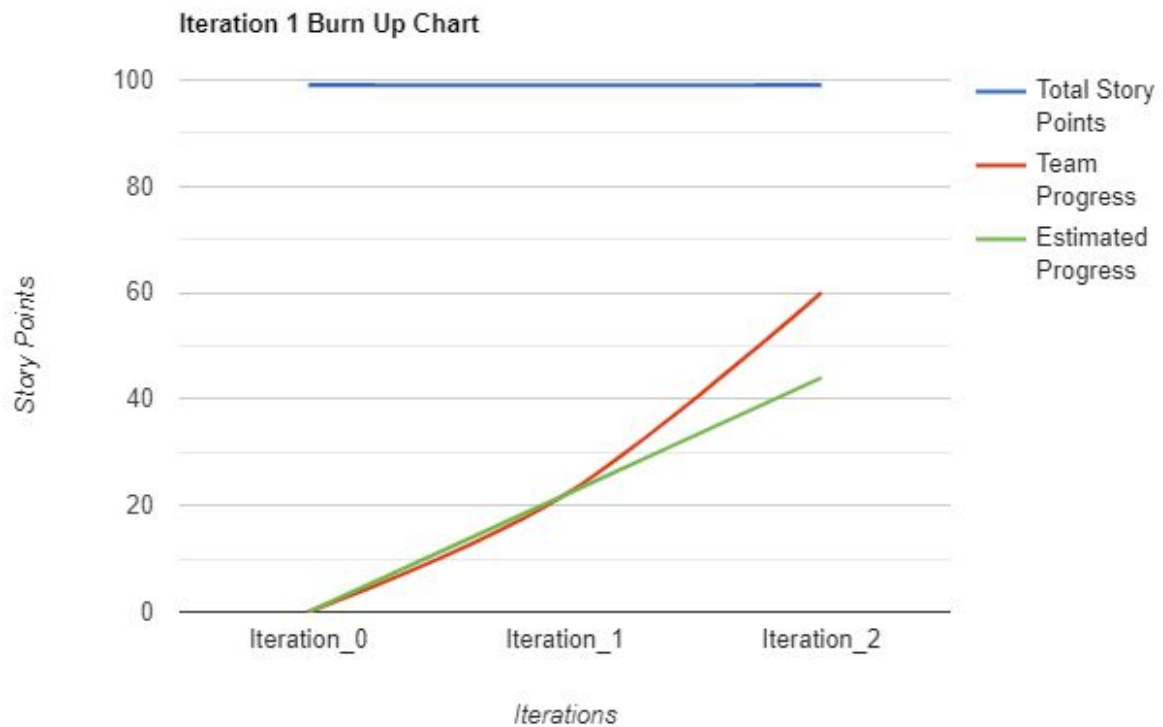
Our plan for this iteration was to get the end of semester poster done, the iteration reports completed, the main menu working as well as a barebones implementation of the driving game. For this we broke the work into parts. As part of the plan, those that we completed included creating a creating the main menu (Jeffery), reworking the menu's color palette to better work with Clayton Branding (Jeffery), creating assets for the road (Matthew), creating the scene (Matthew), vehicle movement (Grant), obstacle spawning (Grant and Jeffery), score counter (Kendall), level select menu (Jeffery), pausing (Grant), and object smoothness (Grant) tutorial (Robert), poster (Justin) and iteration report (Robert, Justin and team). We were unable to complete all stories. The story we did not complete was creating the pause menu.

## Plan for Iteration 1

Our plan for iteration one will be focused on completing the basics of each other game that will be included as well as working on polishing the driving game. Specifically, implementing the algorithm, sprites and levels for the plumbing game and make the basics of the newest design of the building game by implementing the grid.

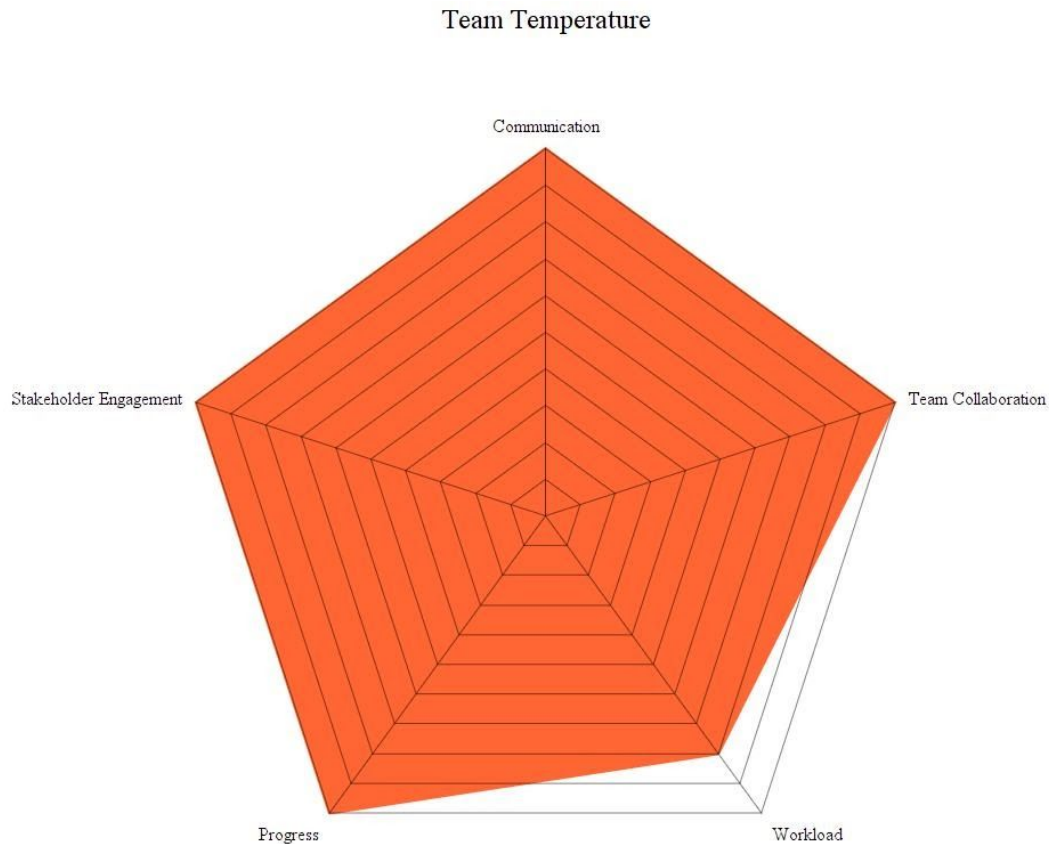
Lastly, we will continue to have our weekly meetings with our client on Thursdays at 2 pm (3 pm EST), and our twice a week team meetings.

## Burn Up Chart



For the Burn Up Chart, our team has a total of 99 story points. This is comprised of the stories from Iteration 0, Iteration 1, and those currently in our backlog. Our velocity increased significantly for Iteration 1 compared to Iteration 0. We were able to complete 38 story points compared to the 22 we completed for Iteration 0. Based off of the velocity of our team for Iteration 0, we predicted that we would have finished 44 story points by the end of this iteration, however, we exceeded this amount by 16 story points. We feel really good about our progress.

## Team Temperature



For our team temperature, we feel really good about where we stand in just about every category. We continue to have very good communication between our team as well as our client. For our team collaboration, we have worked really well together. Our meetings are always productive and we rarely find ourselves at odds. We felt extremely good about our progress, as we almost doubled the amount of story points that we were able to complete in Iteration 1 (38) as we did in Iteration 0 (22). Our stakeholder engagement continues to go well. We have consistent correspondence over email and weekly conference call meetings, and have developed a good rapport with them. The only thing we feel that we could perhaps improve upon moving forward is the workload. We came up with a score of 4 for workload because regarding the amount of work we have been able to accomplish, we would give ourselves a 5. As far as dividing up the tasks, specifically dealing with coding with Unity, we gave ourselves a 3. Thus we averaged this to a score of 4 for our workload score. There are three of our group members who have more experience and comfort with Unity, and the other three members are working on catching up by watching tutorials and asking for help from the more experienced members. We expect to even out the distribution of the coding workload in this next iteration. This will be discussed in more detail in the action items of the Retrospective section.

## Retrospective

Went Well	Could Go Better	Questions
<ul style="list-style-type: none"><li>• Getting stuff done</li><li>• Client Interaction</li><li>• Communication</li><li>• Adapting to Unity</li><li>• Staying on track</li><li>• Access to the previous team's code</li></ul>	<ul style="list-style-type: none"><li>• Workload division between those of us who are more comfortable with Unity and those who are not</li><li>• Hiccups with git and Unity and Tech's password change policy preventing from being able to push/pull, etc.</li></ul>	<ul style="list-style-type: none"><li>• How can we better manage our workload between the six of us?</li></ul>

### **Action Items:**

- Continue to develop our collective skills with Unity development, especially those of us who have limited experience.

### **Summary**

We identified as a team several points where we felt like we both excelled and one in particular where we have improved. The point where we felt we really improved compared to Iteration 0 was our ability to stay on track when working together as a group. We had mentioned during Iteration 0 that we had a tendency to break off into tangents, and for this Iteration 1 we were able to find a healthy balance between having a good time when working together and getting things done. We feel that our communication remains strong with consistent correspondence over Slack, having our regularly scheduled meetings (with good attendance), and overall, doing a great job explaining our ideas and thoughts to one another while also doing a great job of listening. Our interactions with our client have been great. They seem to be very satisfied with our progress as well as the way that we have demonstrated our knowledge and implementation of agile concepts. During our meetings, we continue to be able to quickly complete large portions of our overall work and we are very satisfied with the status of our team.

One area that we feel that we could improve upon is our division of the workload between those of us who are more experienced and comfortable with Unity development, and those of us who are less familiar and comfortable. For this iteration, we tried to balance this by assigning stories to those of us who have less experience with Unity to work on things such as the iteration report, smaller items within the code, and the poster. This problem of workload division prompted the question of how we can better manage our workload between the six of us in terms of the stories involving Unity? This led to our action item which is discussed below. One other minor problem amongst our team members was when pushing and pulling the code, there were some issues being able to do so especially when setting up the link between Unity

and Gitlab and then having to change our passwords for our Tennessee Tech accounts. Going through this process seems to cause problems with the ssh keys.

Our action items coming out of this iteration is to continue to develop our collective skills with Unity development, especially those of us who have limited experience. We talked about this contributing to the division of workload in terms of coding to be unbalanced, and we believe that this will be extremely helpful moving forward. We have found some helpful tutorials for those of us who need them, and we have also discussed for this next iteration creating more opportunities for pair programming with each story. This way we have someone with more experience working with someone who has less experience, and it creates favorable conditions for learning amongst our team. It is definitely something we will be mindful of moving forward, because the last thing that we want to do is create a situation where a few of us are doing more work than others.

Showcase:

<https://www.youtube.com/watch?v=izzyOt0oFGs&feature=youtu.be>