

Iteration 2 Report

Iteration 2 Summary

We were able to touch base with our clients all three of the weeks, but only able to speak with them for the first week of the iteration. The second week they were having system troubles during our meeting time, and the third week we attempted to meet but they were having trouble with the WebEx platform, so we exchanged emails instead. For the meetings and verbal exchanges, we shared with them our progress on the driving game through discussion and by providing screenshots. We also shared with them our progress with the plumbing game. Apart from those meetings, we met six times as a team so that we could prepare for the client meetings, work on anything that we needed to do as a group, and/or delegate any work that could be done by a single person and needed to be completed by the next meeting.

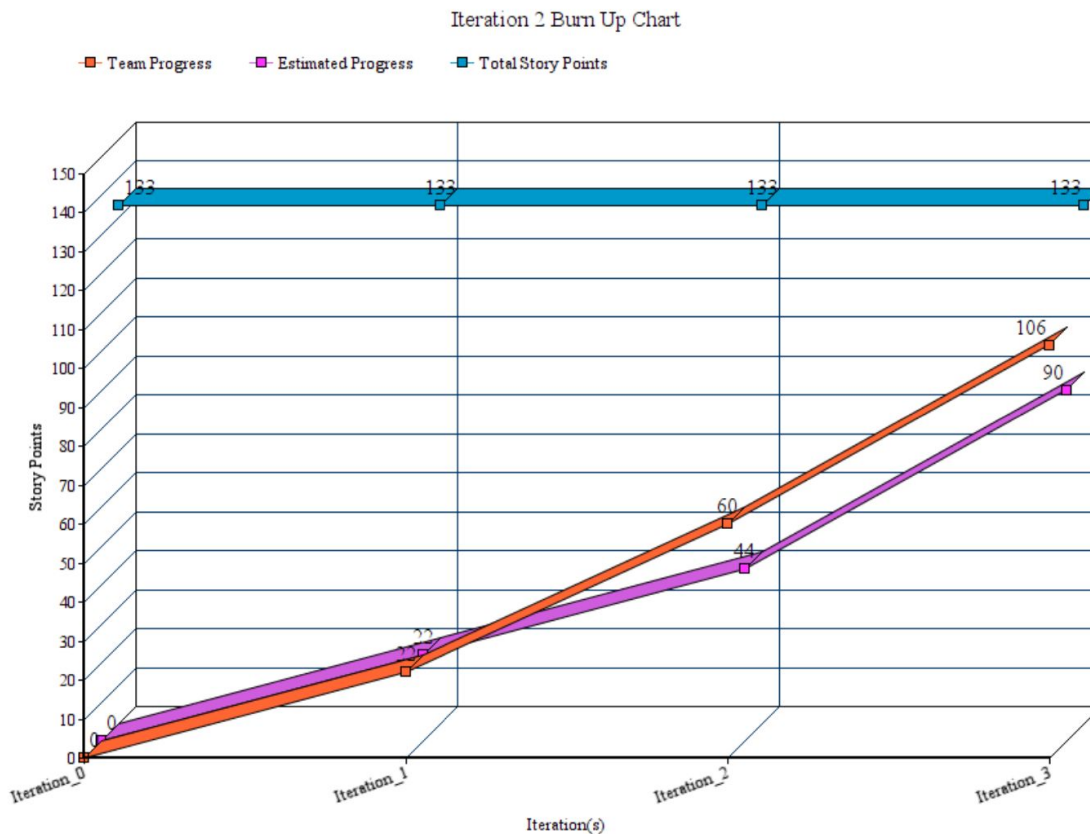
Our plan for this iteration was to polish that driving game (Jeffrey Simpson and Grant Ley), develop one level for the plumbing mini-game (Matthew Sprader), develop features for the plumbing game and finish the pause menu (Kendall Land), figure out how to connect Unity with the Android tablets given to us by Clayton Homes and Dr. Gannod (everyone), generate concept for grid and placing objects and implement for the building game, (Robert Thompson and Grant Ley), update project charter (Justin Murphy), and iteration report (Robert Thompson and Justin Murphy). We were able to complete all stories for this iteration, and we are able to add some additional stories onto the original plan.

Plan for Iteration 3

Our primary focus for the next iteration is the building game. We will have one developer (Jeffrey Simpson) still polishing up the driving mini-game, and another developer (Matthew Sprader) will be developing more levels for the plumbing mini-game, as well as some polishing of the plumbing mini-game in its current state. Grant Ley, Kendall Land, Robert Thompson, and Justin Murphy will build upon a grid concept that Grant implemented at the "Global Game Jam" held on campus Jan 31- Feb 2nd that we feel will be a successful way to execute the building mini-game successfully.

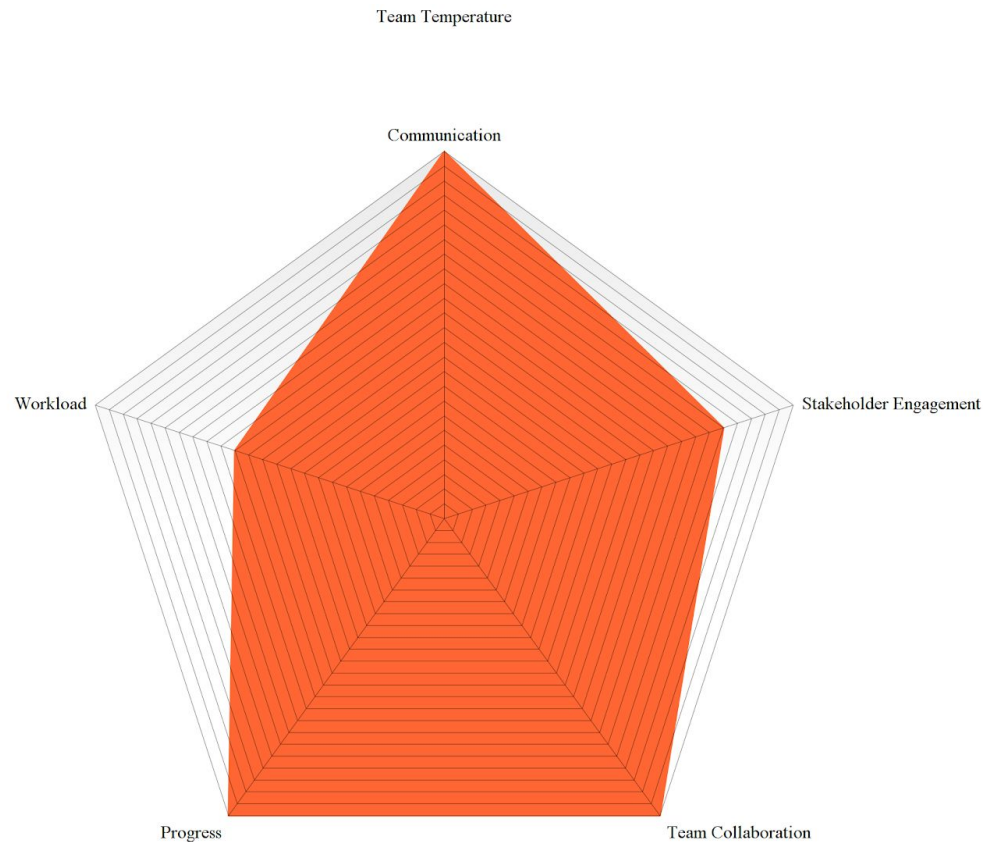
Lastly, we will continue to have our weekly meetings with our client on Thursdays at 2 pm (3 pm EST), and our twice a week team meetings.

Burn Up Chart



For the Burn Up Chart, our team currently has a total of 133 story points. This is comprised of the stories that we have completed Iteration 0 through Iteration 2, and those currently in our backlog. We were able to increase the amount of points completed once again from 38 (Iteration 1) to 46 story points for Iteration 2. After Iteration 1 where we increased our story points from 22 to 38, we increased our teams velocity from 22 points to 30 points (averaging the two iterations together - 22 for Iteration 0 and 38 for Iteration 1). Based on this velocity, we had predicted that we would have 90 story points finished by the end of Iteration 2, however, we exceeded this amount by 16 story points. We feel really good about our progress.

Team Temperature



For our team temperature, we feel that compared to our previous iterations we did not do as well but overall we are satisfied with our work. WE continue to have good inter-team communication but due to technical issues and a fire drill, it was difficult to meet with our stakeholder leading to a lower score. We work well together as a team and continue to make excellent progress covering 46 story points. While this number continues to grow, returning after the break accounts for the difference since some work was done over it so we continue to be satisfied by the progress made. The only major problem that has returned from previous iterations is workload balance. Overall, there are members of the team, due to previous exposure to Unity, that do more work on the project than others. While this has continued to balance over the course of the iteration, as a team we feel that because we have excelled in the other areas, the workload issue is a more major issue and requires more attention. Our plan for correcting this issue will be detailed in the action items of the Retrospection section.

Retrospective

Went Well	Could Go Better	Questions
<ul style="list-style-type: none">• Picked up where left off efficiently.• The driving game is in an MVP state.• Plumbing game coming along.• Team morale.	<ul style="list-style-type: none">• Git issues.• Workload balance.	<ul style="list-style-type: none">• Can we fix Matthews git issues?• Please ^

Action Items:

- Correct a Git issue that has been a problem throughout the iteration.
- Create more independent stories to facilitate a more distributed workload

Summary

We identified as a team several points where we felt like we both excelled and two in particular where we have improved. We have made substantial progress in both the driving game and plumbing game. The driving game has reached an MVP state, so we do not have to do anymore work on it unless we find that there is more time. The plumbing game has also had major progress and, other than a few bugs, has made it to nearly an MVP state. We also have had a significant boost in our overall team morale with the amount of progress being made. Lastly, with the beginning of the new semester, other than some expected slowdown, we have transitioned well and made good progress.

Two of the areas that we feel that we could improve upon are our division of the workload and Git interactions. Our workload division has been a stumbling block for most of the iterations. With the team as a whole becoming more experienced with Unity and Unity development as well as the tasks becoming more general, we are confident that we will make good progress in this area during our next iteration. Lastly 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 so we will have to resolve this issue during Iteration 3.

Our action items coming out of this iteration include the creation of more independent stories that we believe will help us distribute the workload more evenly as well as creating a dedicated story and assign points to help our team fix our Gitlab Issue.

Showcase:

<https://youtu.be/SXqYDvR404Q>