

# Reflection on Iteration # 3

(for the week of June 2)

Context Project: Games

Group: 5

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User Story	Task					
	Id	Assigned to	Estimated effort (weight)	Actual effort (hours)	Done	Notes
As a user, I want both the throttler and driver to play a defining role.	21	Pim, Kevin	4	Total: 15 (Pim: 10, Kevin: 5)	Yes	-
	22	Ramin	1.5	Total: 6	Yes	-
	23	Robert	1.5	Total: 7 (Robert: 3, Kevin: 4)	Yes	Kevin helped Robert with this task.
As a user, I want the game to have well working basic features.	24	Pim, Kevin	3	Total: 3 (Pim: 3, Kevin: 0)	Yes	
	25	Ramin, Mourad	1.5	Total: 8 (Ramin: 6, Mourad: 0, Pim: 2)	Yes	Pim helped with this task while Mourad was working on Task 28.
The process must follow the guidelines.	26	Kevin	0.5	Total: 2	Yes	-
	27	Robert	1	Total: 2.5	No	Interaction design test session has been held, but report still needs to be written.
The product must be robust and well tested.	28	Mourad, Ramin	3	Total: 12 (Mourad: 12, Ramin: 0)	Yes	Mourad was able to finish this task by himself.
	29	Pim, Kevin	2	Total: 3 (Pim: 3, Kevin: 0)	Yes	We decided not to implement this yet, as the movement of the

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						car became less smooth than before.
	30	Mourad, Robert	3	Total: 6 (Mourad: 3, Robert: 3)	Yes	Test sessions have been held, but more test sessions are necessary for better results.
	31	Mourad	1	Total: 1	Yes	-
	32	Ramin	1.5	Total: 4	No	This turned out to be much harder than expected. Was optional in the first place.

## *Main Problems Encountered*

This week went very smoothly, so we did not encounter any big problems.

### **Problem 1**

Description: Illness

Reaction: Kevin was ill on Tuesday. However, this did not affect the tasks that were planned for him, as he caught up with the tasks later this week.

## *Adjustments for the next Sprint Plan*

To start off, all of the adjustments and plans we made last week have been followed through and everything turned out positively. We have focused more on unit testing and user testing and both of these have helped us in improving our product in both the aspect of Software Engineering as well as Game Design.

For this week we have been extra conscientious about picking tasks for the sprint. We had to do this to avoid running into unplanned tasks again. This turned out really well, as almost all tasks that were planned are done, no unplanned tasks came up and we even had some spare time in which we were able to complete a few small extra tasks that were not yet planned for this sprint.

A small table with finished extra tasks and effort is shown below:

<b>Task:</b> Writing Test plan <b>Assigned to:</b> Mourad, Robert <b>Hours:</b> Total: 2 (Mourad: 1.5, Robert: 0.5)
<b>Task:</b> Create racing track for user tests <b>Assigned to:</b> Kevin <b>Hours:</b> Total: 5

Even though all tasks were finished, some of the time estimations we made were a bit off. This inaccuracy mainly occurred with tasks of which the effort was hard to estimate (e.g. no experience, such as with Task 31). However, most estimations were accurate according to our estimation ratio (1 weight = approx. 3 hours).

To conclude this reflection with an adjustment, we will be completely switching our focus to the Software Engineering part of the project for the last week. All features have been implemented and will only be adjusted if user testing results give us the idea that we should do so. Of course, we were already working on the Software Engineering part since our first SE meeting on Friday May 23<sup>rd</sup>, but from this point onward we can focus on improving our software quality even more. To do so, we will use the feedback that we received from SIG.