Reflection on Iteration # 2

(for the week of May 26)

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 to either control the steering wheel or the throttle.	11	Pim, Ramin	1	Total: 8 (Ramin: 4, Pim: 4)	Yes	See: “Main Problems Encountered #2”
	12	Pim, Ramin	1	Total: 2 (Ramin: 0, Pim: 2)	Yes	Pim completed this task by himself as it turned out to be a one-man task.
As a user, I want to play against other users.	13	Kevin, Mourad	4	Total: 8 (Mourad: 4, Kevin: 4)	Not applicable	See “Main Problems Encountered #2”
	14	Pim, Ramin	4	Total: 12 (Ramin: 4, Pim: 8)	Yes	See: “Main Problems Encountered #2”
The process must follow the guidelines.	15	Kevin, Mourad	1	Total: 2 (Kevin: 0, Mourad: 2)	Yes	See: “Main Problems Encountered #2”
	16	All team members	1	Total: 4 (Kevin: 2, Mourad: 2)	Yes	-
	17	All team members	0.5	Total: 2 (Kevin: 2)	Yes	-
The product must be robust and well tested.	18	Robert	3	Total: 4	No	-
	19	Mourad, Kevin	4	Total: 14 (Mourad: 8, Kevin: 6)	Yes	-

User Story	Task					
	Id	Assigned to	Estimated effort (weight)	Actual effort (hours)	Done	Notes
	20	Robert	1.5	Total: 3	Yes	-

Main Problems Encountered

Problem 1

Description: Illness

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

Problem 2

Description: Class diagram reworked and all code rewritten

Reaction: This was an unforeseen problem for this week. While trying to merge certain branches on Github, we found that certain code was either not compatible with the rest of the code or that some code was not programmed in such a way that it could easily be adjusted later on.
Carrying in mind that we had to focus more on Software Engineering principles (which we learned during our meeting with mr. Bacchelli and TA Bastiaan), we figured it would be best to take some time to rethink our class diagram and rewrite our code accordingly, while also making sure all code followed the SE principles.
The rewriting and reworking of both the class diagram and code took quite some time this week; time that was not planned in our sprint plan. Because of this, some tasks (e.g. Task #11) took longer to finish than was estimated at first, because many things had to be reworked.
Even though we did not plan this big task, everything turned out very well and our code is of much higher quality now, which will help us out in future tasks.
We have placed an extra “Actual Effort” table below to show the hours invested into these tasks:

***Task**:* Reworking class diagram
***Assigned to**:* Kevin, Mourad, Pim
***Hours**:* Total: 6 (2 hours each)

***Task**:* Rewriting code
***Assigned to**:* Kevin, Pim, Ramin
***Hours**:* Total: 20 (Kevin: 4, Pim: 10, Ramin: 6)

Adjustments for the next Sprint Plan

Firstly, we'd like to say that all planned adjustments from last week have been made and that each of these adjustments turned out positively. We took time to implement unit tests for a big part of the code and we will keep working on this. Also, we decided to distribute most tasks among pairs of team members. This did not necessarily mean every task had to be done together, but that everyone had a person to ask help from if they needed it. This turned out really well, so we will keep working in pairs next sprint.

This week was a very productive week for our team. Asides from being able to complete all tasks but one, we were also able to rework our class diagram and code and we think we are now really on our way to have qualitatively good code.
An adjustment for our next sprint plan (which is actually an adjustment we already made this week) will be to keep working on Software Engineering principles asides from just game features. We found that reworking our code made everything much more pleasurable to work with.

We still think our estimations for tasks are pretty accurate and right now we estimate our task “weights” to be approximately 3 hours each (so a task with a weight of one takes about 3 hours to complete).

The second and last adjustment we will be making for the next sprint is to start focusing on the testing of our game. It is very important that we start testing as of next week to make sure our game is actually playable and fun. This is important for the Interaction Design part of this project as well as for the final product.