

# Reflection on Iteration # 4

(for the week of June 9)

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.	33	Pim	1	Total: 3	Yes	-
	34	Kevin, Ramin	2	Total: 3 (Kevin: 3, Ramin: 0)	Yes	This task turned out to be a one-man task. Testing the new track took some time.
As a user, I want the game to have well working basic features.	35	Pim	1	Total: 1	Yes	-
	36	Ramin	1	Total: 4	Yes	-
	37	Pim	1	Total: 4.5	Yes	Not merged with master yet for testing purposes.
	38	Pim	2	Total: 3	Yes	-
The process must follow the guidelines.	39	Kevin, Mourad	1	Total: 4 (Kevin: 2, Mourad: 2)	Yes	-
	40	Kevin, Mourad	1	Total: 0 (Kevin: 0, Mourad: 0)	No	See 'Adjustments' paragraph.
	41	Kevin	0.5	Total: 2	Yes	-
	42	Robert	2	Total: 4	Yes	-
The product must be robust and well tested.	43	Mourad	4	Total: 2	Yes	-
	44	Kevin, Mourad	3	Total: 6 (Kevin: 3, Mourad: 3)	Yes	-

User Story	Task					
	Id	Assigned to	Estimated effort (weight)	Actual effort (hours)	Done	Notes
	45	Mourad, Robert	4	Total: 7 (Kevin: 2, Mourad: 1, Pim: 1, Ramin: 1, Robert: 2)	Yes	We decided that everybody had to do some user tests with people who aren't students at the faculty, so all five of us worked on this task.
As a user, I want to have something to strive for	46	Kevin	1.5	Total: 3	Yes	-
	47	Robert	1	Total:		-
As a user, I want to control either the steering wheel or the throttle	48	Robert	1	Total:		-

## *Main Problems Encountered*

### Problem 1:

*Description:* This week went a little less smoothly than the previous few weeks. Even though all tasks have been finished (except for one, the class diagram, which will be discussed a few paragraphs below), many of the estimations we made were too high and we did not spend the amount of hours on the project that we wanted to and were supposed to. This is a problem, but we have already taken measures to prevent this in the next sprint.

One of the problems we ran into (which is of course not an excuse) is the fact that one of our sessions, Monday June 9<sup>th</sup>, was canceled due to Pinksteren. The other problem was that we did not foresee the fact that many of these tasks were much easier than we estimated. This was due to the fact that the effort for a lot of these tasks was hard to estimate, because of our lack of experience in said tasks.

*Reaction:* The reaction to this problem will be described in the 'Adjustments' paragraph below.

## Adjustments for the next Sprint Plan

The adjustment we will make to prevent the problem described above in our next sprint (and also to fill up the required amount of effort and hours for a sprint), will be the following: we will take more time to write our scrum plan for the next week and we will make sure that the total amount of effort is approximately the required amount (140 hours).

Task 40 (Update Class diagram) was not finished this week. This is because we had thought about updating our old one, but we were afraid it would become too messy. For this reason, we did not update our class diagram. After making this decision, we received feedback from our SE TA (Bastiaan) that we should consider adding a Class diagram, so during the next sprint we will try to create a simplified version of our class diagram to give more overview in our Emergent Architecture Design document.

Of course, this week was not just one messy week. We still made a lot of progress, which can be seen by the fact that all tasks that we planned were finished. Once again, some small extra tasks were also picked up after finishing the original ones.

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

<b>Task:</b> Rework sprites <b>Assigned to:</b> Ramin <b>Hours:</b> Total: 6
<b>Task:</b> Help setting up beta <b>Assigned to:</b> Everyone <b>Hours:</b> Total: 7 (Kevin: 2, Pim: 2, all others: 1 each)

As stated above, some of the time estimations were inaccurate. To stay consistent, we will still hold on to the estimation ratio that we held on to so far, which is approximately 1:3 (1 weight = approx. 3 hours).

As a final remark, our game will be in beta version from the start of this sprint. The only things we are allowed to edit are existing features, which means we can put our focus on polishing our code, which is what we had planned to do since our last sprint. As stated last week, we will hold on to the feedback that was given to us by SIG, mr. Bacchelli and SE TA Bastiaan to make our product as flawless as we can.