

Sprint Retrospective, Iteration # 4

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Priority (A—E) (A is highest)	Note	Link to commit/pull request	reviewer(s)
As a developer I want the code to be well structured, so the code is easily expandable and maintainable.	Write server menus in XML.	Remi	Remi + Nils	6.0 (total)	Remi: 1.0 Nils: 6.0	yes	A	-	https://github.com/MrCrime/ContextMigi-1/pull/32	Damian Luka
	Write client menus in XML.	Remi	Remi + Nils	6.0 (total)	Remi: 3.0 Nils: 1.0	yes	A	The android menu is in xml, but it cannot be run due to errors caused by nifty GUI. The android menu will be redone.	https://github.com/MrCrime/ContextMigi-1/pull/32	Damian Luka
	Turn all server side components into separate app states (for example: StartMenuState, LobbyState, GameState).	Damian	Damian + Luka (helper)	10.0 (total)	Damian : 7.0	yes	A	-	https://github.com/MrCrime/ContextMigi-1/pull/33	Nils Luka
As a user I want the game to have animated characters so the game looks more attractive.	Add carrier models to the game	Damian	Damian	1.0	-	no	C	Since a lot of features were still not implemented, characters and animations got the lowest priority, again	-	-
	Add carrier animations to the game	Damian	Damian	4.0	-	no	E		-	-
As a player of this game, I want the world to keep continuously expanding, so that me and my friends can always try to improve our previous run.	Implement fly cam	Marcel	Marcel + Nils	3.0 pp	Marcel: 2.0 Nils: 3.0	yes	A	-	https://github.com/MrCrime/ContextMigi-1/pull/34	Luka Damian
	Repeat and automatically generate level pieces	Marcel	Marcel + Nils	6.0 (total)	Marcel: 3.0	yes	A	-	https://github.com/MrCrime/ContextMigi-1/pull/34	Luka Damian
	Create models for the world modules in blender	Nils	Nils + Damian	12.0 (total)	Nils: 12.0 Damian: 5.0	yes	C	-	https://github.com/MrCrime/ContextMigi-1/pull/41	Damian Remi
	Finetune level piece generation and deletion	Marcel	Marcel + Nils	8.0 (total)	Marcel: 3.0 Nils: 4.0	yes	C	The hours for Nils also include the random level generation.	https://github.com/MrCrime/ContextMigi-1/pull/34 https://github.com/MrCrime/ContextMigi-1/pull/41	Luka Damian Damian Remi

As an Android player, I want to use my accelerometer to be more physically involved in the game.	Implement tilt detection and communication	Marcel	Marcel + Damian + Luka (explains JME3 messaging)	6.0 (total)	Marcel: 4.0 Luka: 7.0 Damian: 2.5	yes	A	Marcel implemented the AcceleratormeterSensor. Luka implemented all the communication (he was supposed to just expain the networking library) and he had Damian as a helper.	https://github.com/MrCrime/ContextMigi-1/pull/42	Nils Damian
	Make the virtual platform responsive to tilt action	Marcel	Marcel + Damian	5.0 (total)	Marcel: 3.0	yes	A	-	https://github.com/MrCrime/ContextMigi-1/pull/36	Luka Nils
	Make the virtual platform respond correctly to multiple accelerometers, not necessarily implementing the negative effects of a-synchronization of multiple users	Marcel	Marcel + Damian	7.0 (total)	-	no	B	Multiple accelerometers will be a user story in the next sprint.	-	-
As a <i>commander</i> , I would like to use the Oculus Rift to perceive the World, so that I can immerse myself more in the game.	Make sure the Oculus Rift works with the game	Luka	Luka + Nils (explains the VR library)	7.0 (total)	Nils: 1.0 Luka: 3.0	yes	A	Appearently the Rift already worked before, the problem is that Nifty isn't supported and causes a black screen on the Rift. Starting the actual game makes the Rift display something.	-	-
As a developer of this game, I would like to have at least one computer that is able to run with the Oculus Rift that we have been given	Make sure the Oculus Rift works one of our pcs	Luka	Luka	4.0	Luka: 4.0	yes	A	While it does not work on any of our laptops, it does work on Luka's brother's Desktop.	-	-

As an Android user of this game, I would like to be able to join a lobby that a server has created, so that the server and I can start sharing information that can be used in the game.	Get the Nifty GUI framework to work for Android. (this was a technical difficulty previous sprint).	Remi	Remi + Luka (helper)	10.0 (total)	Remi: 12.0 Nils: 3.0 Damian: 8.0	no	A	Nifty GUI causes too many problems, so we've decided to completely switch to the native GUI elements with Android studio.	-	-
	Adding a lobby screen with a similar display like the one in the server, only here there is no start button.	Luka	Luka	5.0	-	no	A	Not done due to the decision to completely ditch Nifty GUI.	-	-
As a player of this game, I want to hear music and sound effects that fit with the game and the events that happen during gameplay	Look up royalty free music that fits with the game.	Remi	Remi	2.0	Remi: 2.0	yes	D	Pull request has not been made, since the music and sfx are only in the repository, but not being played by the game.	https://github.com/MrCrime/ContextMigi-1/commit/492cbf68534f8fcb8401856da00a26689070ecbd	-
	Look up royalty free sfx that fit with the events that happen during gameplay.	Remi	Remi	2.0	Remi: 2.0	yes	D			
As a developer of the game, I'd like the architecture design to be updated, so that it is up to date with the team's current architecture "visions".	Explain messages sent between client and server in the EAD.	Luka	Luka + Remi (grammar nazi)	3.0 (total)	Luka: 3.0	yes	E	-	-	-
The following tasks are ones not specified in the Backlog, but done because they were required before some other task.	Resolving certificate problems with the android application	Marcel	Marcel	-	Marcel: 2.0	yes	-	-	-	-
	Load dependencies locally to make Travis work	Marcel	Marcel + Luka	-	Marcel: 2.5 Luka: 3.5	yes	-	Marcel attempted to fix this issue at the start of the sprint. Luka finished it (with a push from the TA's) right before the end of the sprint.	https://github.com/MrCrime/ContextMigi-1/pull/43	Nils Remi
	Implement steering	Marcel	Marcel	-	Marcel: 2.0	yes	-	-	https://github.com/MrCrime/ContextMigi-1/pull/36	Nils Luka
	Make speed relative to steering angle	Marcel	Marcel	-	Marcel: 2.0	yes	-	-	https://github.com/MrCrime/ContextMigi-1/pull/36	Luka Nils

	Relocate accelerometer sensing	Marcel	Marcel	-	Marcel: 0.5	yes	-		https://github.com/MrCrime/ContextMigi-1/pull/38	Nils Damian
	Getting a (virtual) LAN set up for the demo, because two devices connected to eduroam of course are really on the same LAN.	Luka	Luka + Damian	-	Luka: 3.0 Damian : 3.0	yes	-	We ended up using Connectify to create a Wifi hotspot from a PC, which also serves as a LAN.	-	-
	Setup CheckStyle, pmd and FindBugs	Luka	Luka	-	Luka: 2.0	yes	-	We decided to include this after the feedback on our code from last week.	https://github.com/MrCrime/ContextMigi-1/pull/35	Marcel
	Fix many pmd violations	-	Marcel	-	Marcel: 0.5	yes	-	-	https://github.com/MrCrime/ContextMigi-1/pull/39	Luka Nils
	Fix many CheckStyle violations	-	Luka	-	Luka: 2.5	yes	-	-	https://github.com/MrCrime/ContextMigi-1/pull/39	Marcel Nils
	Implement collision detection	Nils	Marcel + Nils	-	Marcel: 2.0 Nils: 2.0	yes	-	-	https://github.com/MrCrime/ContextMigi-1/pull/40	Luka Remi

Context Project: Computer games
Group: MIGI1

Note: Nils had quickly finished the xml menus over the weekend, while this was actually Remi’s job. This made Remi lose a few hours this sprint.

Problem 1

Description: NiftyGUI dependencies caused our Android app to stop deploying
Reaction: We removed NiftyGUI from our Android app. We will do the UI for the app with the native Android Library.

Problem 2

Description: Since we can’t make our devices connect on the eduroam network, we had to figure out another way to do this.
Reaction: We are now using Connectify to set up a private network on which we can connect our devices.

Problem 3

Description: JMonkey is down! This caused two main problems: 1. Travis can’t build the project properly as it fails to connect to the repository. 2. We can’t view the JMonkey Wiki, which makes writing code that much more difficult.
Reaction: For the first problem: We tried to fix to fix this at the start of the sprint, to no avail. It was until just before the deadline that we got a little push from the TA to FIX the Travis Build, which, after much pain and suffering, we did. For the second problem: A lot of communication between team members is required to figure these things out. One member may know a lot about the JME3 networking library, while the other knows a lot about the NiftyGUI.

Problem 4

Description: Some pull request contained multiple features. For example: steering and the fly cam were in the exact same pull request.

Reaction: While there's nothing to do about that, we can agree that next sprint, we should make a branch for each task and ONLY that task.

Problem 5

Description: The Environment class and Main class have nearly turned to the point of becoming god classes.

Reaction: It was too late when we realized this, so in the Backlog for next sprint we shall create a specific task for refactoring these classes.

Adjustments for next sprint

- One branch per task.
- Take more time with code review, so that bad code practices are avoided.

