Sprint Retrospective, Iteration # 1

Context Project: Carried Away
Group: MIGI1

User Story #	Task #	Task Assigned To	Estimated Effort per Task *(in hours)*	Actual Effort per Task *(in hours)*	Done *(yes / no)*	Notes
As a stakeholder, I want to be shown a visual presentation about the game, so that I am up-to-date and able to give feedback	Prepare a pitch	Marcel + Damian	2.0	2.5	yes	Since Marcel did the actual presentation, he spend some more time on preparing than damian
	Give the pitch presentation	Marcel + Damian	0.2	0.2	yes	Marcel ended up doing the actual presentation.
As a developer of this game, I want a complete setup of the project, so that I can start working on the actual game.	Create a Github repository	Luka	0.5	0.5	yes	
	Start a default Maven project	Luka	0.5	0.5	yes	
	Get Travis CI support on the Github repository	Luka	0.5	0.25	yes	
	Add Static Analysis Tools (Checkstyle, PMD and Findbugs), also get Github to throw warnings when a violation occurs.	Luka	1.0	0.5	no	Octopull is no longer available so this isn't possible to do (it took me half an hour to figure that out).
	Add required Maven dependencies (JME3, Netty).	Luka	0.5	0.5	yes	
As the lead artist I want to make sure we have some models to work with which fit the game and find out how to use them with JMonkey, so that I have an idea of what the game will look like.	Find out how to make and use models/textures with JMonkey	Damian	1.0	1.5	yes	Learned the structure and the way JMonkey handles textures, spatials, models and scenes in projects.
	find and/or make some models to work with	Damian	2.0	2.0	yes	Got familiar with blender, created models and added them to a test scene. Created terrain via height mapping.
As a developer of this game, I would like to know about how JMonkey works in relation to our project	Research about JMonkey itself (coding etc.)	All	4.0	4.0 pp	yes	Learned JMonkey by doing tutorials on the JMonkey site.
	Research about JMonkey with the Oculus Rift	Nils + Luka	4.0	3.0 pp	no (see notes)	Oculus support for JMonkey has been added by the context project. We were notified of this too late for this sprint, so we will look next sprint at how to get it all integrated.
	Research about JMonkey with Android Apps.	Marcel	4.0	4.0	yes	We can now deploy stand-alone Android application. How to implement it in our Maven build still needs to be researched
As a stakeholder I'd like to know the vision of the developers, so that I know what to expect from the product	Create product vision	All	3.0	2.0 pp	yes	
	Create final doc for prod. vision	Remi	2.0	2.0	yes	Nils and Damian also made some last adjustments to the document.
As a stakeholder, I'd like to have a clear overview of this product,	Create project plan	All	4.0	4.0 pp	yes	
	Create final document for the project plan	Nils	2.0	2.0	yes	Remi also spent some time on it.
	Choose the game	All	0.5	2.0 total	yes	
As a developer of the game, I'd like to have the architecture design of the system in the form of high level components of the system, so that I have a clear overview of the system and how everything links together.	Create the architecture design.	Luka	4.0	4.0	yes	Remi and Nils also spent some time on it.

Main Problems Encountered

Problem 1

Description: - The choosing of the game didn't go very smoothly. There was a lot of controversy within the group over which game would be chosen. The mayority agreed that the "Balance Game" (the game that was chosen in the end (and renamed to "Carried Away")) was more fun. However, the "Hiding in Plain Sight" concept also got a lot of support, including feedback from the TAs. The discussion felt more like a debate than an actual discussion.

Reaction: - We solved this by deciding to act like true and mature adults. In the end the mayority vote won. However, instead of letting the winners take all, the losing side made some demands before continuing on with the project. These demands adressed some concerns regarding the concept. One of the main things the losing side demanded was *really clear and detailed game requirements, with nothing vague about it except for the "could haves" of the game*. This demand proved to be quite useful in the end, because we would have been roasted during the pitch if we didn't have clear answer. So in the end, having some members of the groups complaining about a certain thing proved to be a good thing, whether those members liked the thing or not.

Adjustments for the next Sprint

This sprint no actual problematic problems happened (**problem 1** wasn't really such a big deal, we added some extra drama to it for more effect). We did get the lecture about group discussions, so if any future group discussions occur like this, we know how to handle it.
Not much coding happened this sprint, it was mainly documenting and researching. Beginning next sprint we plan to write a lot more code, so we at least have some of the basics of the game working.