

Sprint Retrospective, Iteration #8

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 to make sure my code works under all conditions.	Increase test coverage up to at least the required 80%.	Nils	Nils + Marcel + Damian	Nils:12.0 Marcel: 4.0 Damian : 8.0	Nils: 30.0 Damian : 4.0	yes	A	The test document is available on github and all the code has test coverage > 75%	https://github.com/MrCrime/ContextMigi-1/pull/139	Luka Remi (Damian)
As a gamer, I want to have random events when I play the game with my android device, so that my gameplay is more surprising.	Refactor the randomBugEvent class	Nils	Nils	5.0	-	no	A	We decided not to do this due to other bugs	-	-
	Make another random event for the app.	Nils	Nils + Remi	Nils: 10.0 Remi: 3.0	-	no	A	We decided not to do this due to other bugs	-	-
As a gamer, I want to play a game that looks good.	Create models for the obstacles	Nils	Nils + Marcel	Nils:8.0 Marcel: 4.0	Marcel: 1.0 Nils: 6.0	yes	A		https://github.com/MrCrime/ContextMigi-1/pull/112/files	Damian (Marcel)
	Create a model for the platform									
	Create a model for the enemies									
	Create a model for the carriers									
As a gamer I want more dynamic obstacles, so that the game becomes more diverse	Make obstacles spawn on different sides of the road.	Marcel	Marcel	1.5	Marcel: 1.0	Yes	A	-	https://github.com/MrCrime/ContextMigi-1/pull/86	Luka, Nils
	Create moving obstacles	Marcel	Marcel	2.0 (majority has already been implemented)	Marcel: 2.0		A		https://github.com/MrCrime/ContextMigi-1/pull/89	Nils, Luka

As a gamer, I want a highscore system, so that I can have a goal to improve.	Scores are recorded after each run.	Marcel	Marcel	3.0	Marcel: 3.0	Yes	A	A getHighScore method was added too.	https://github.com/MrCrime/ContextMigi-1/pull/113	Nils, Damian
	High scores are visible in game.	Marcel	Marcel	5.0	Luka: 3.0	Yes	B		https://github.com/MrCrime/ContextMigi-1/pull/130	Damian Nils
As a gamer, I want to be able to lose the game, so that I can be challenged	Test GUI elements on the Oculus	Marcel	Marcel	3.0	Marcel: 0.5 Luka: 4.0	Partially	B	The Oculus was not available a lot. The GUI elements also seemed to be located at a very weird position using the Oculus Rift.		
	Design game over screen	Marcel	Marcel	3.0	Marcel: 1.5	yes	B	Still left quite basic, since testing on Oculus was not possible	See below	
	Enter game over routine when player dies.	Marcel	Marcel	4.0	Marcel: 5.0	yes	A		https://github.com/MrCrime/ContextMigi-1/pull/120	Damian, Luka
As a stakeholder I want to have something to read about the project, so I that I can up-to-date with the progress.	Write final report draft	Marcel	Marcel + Damian + Remi	Marcel: 7.0 Damian: 7.0 Remi: 7.0	Marcel: 10.0 Remi: 4.0 Luka: 3.0 Damian: 4.0	yes	A		https://github.com/MrCrime/ContextMigi-1/pull/111	Marcel
As a user I want the carriage to jump according to my expectation so that the game becomes more realistic	(bugfix) Make the carriage stay at the height of the road after a jump	Damian	Damian	Damian : 3.0	Damian : 5.0 Luka: 1.5	no	A	We decided not to implement jumping this week because of time restrictions and due the difficulty of the bug (first task of this user story)		
	Make it so the platform, commander and carriers only jump when all carriers jump at the same time	Damian	Damian	Damian: 5.0	-	no	A			
As a user I want the enemies to behave like I expect them to, so	Make the enemies face the correct direction after	Damian	Damian	Damian : 3.0	Damian : 3.0	yes	C		https://github.com/MrCrime/ContextMigi-1/pull/99	Marcel Luka

the game becomes more fun	entering an enemyspot									
	(bugfix) Make the enemies not spawn in the air after a jump of the carriage	Damian	Damian	Damian : 2.0	Damian : 1.0	yes	A	While these bugs were fixed, the entire jumping feature was just too buggy to put in the release.		
	Make the enemies walk to the platform even when the carriage is in the air	Damian	Damian	Damian : 3.0	Damian : 2.0	yes	B			
As the <i>commander</i> , I want the rotation of the platform to be in such a way, so that I don't feel nausea.	Improve the rotation of the platform, this includes playtesting.	Luka	Luka Remi	Luka: 4.0 Remi: 4.0	Luka: 6.0 Remi: 0.0	yes	B	Mainly tweaking through user testing. In the end I chose for the simplest rotation that is still noticable, but doesn't seem to give anyone nausea (while sitting)	https://github.com/MrCrime/ContextMigi-1/pull/101	Damian Nils
As a player of this game, I want a Lobby, so that I can wait until everybody has joined until starting.	Make the game start in the lobby (the lobby already has been implemented previous sprint).	Remi	Remi Luka	Remi: 2.0 Luka: 1.0	Remi: 1.0 Luka: 0.0	yes	A		https://github.com/MrCrime/ContextMigi-1/pull/96	Nils Marcel
	Start the game when the spacebar has been pressed	Luka	Luka	1.0	Remi: 1.0 Luka: 0.0	yes	A			Nils Marcel
As a developer of this game, I want the code to be maintainable.	Refactor MainEnvironment so it is no longer a god class.	Luka	Luka	8.0	Luka: 3.0 Damian: 4.0	Partially	A	The FlyCamera is now a seperate class. Also Collisions are being handled in a seperated class. This task is partially done because there are still so many improvements that could be made.	https://github.com/MrCrime/ContextMigi-1/pull/142 + https://github.com/MrCrime/ContextMigi-1/pull/137	Luka Remi
	Refactor AccelerometerMove Behaviour so it doesn't handle filtering ip's.	Luka	Luka	4.0	-	no		Didn't seem a real big design issue compared to many others.		
	Refactor the Carrier, Platform and Commander classes in such a way that the interaction between them isn't as strange as it is now.	Luka	Luka	6.0	Luka: 2.0	Partially		The CarrierAssigner got refactored together with the implementation of the players being visible in the lobby.	Same PR as the Lobby	

	Refactor other parts of the project not mentioned in the above tasks. Many SIG warnings should at least be taken care of.	Luka	Luka	6.0	Luka: 10.0	Partially		<div>This includes:<ul style="list-style-type: none">- Main no longer has too many incoming calls (1.0 hours)- InputHandler has completely been refactored (5.0 hours)- Attempt at making the test coverage work on SIG, which didn't work in the end, due to problems with the project being part of multiple modules. (5.0 hours)</div>	<div>https://github.com/MrCrime/ContextMigi-1/pull/137 + https://github.com/MrCrime/ContextMigi-1/pull/134 + https://github.com/MrCrime/ContextMigi-1/pull/125</div>	Marcel Nils
	Change undescriptive JavaDoc of some classes so that it's more descriptive. (can easily be done together with CRC card task near the bottom)	Remi	Remi	3.0	Remi: 0.0	no		This turned out not to be of a high priority		
As a <i>carrier</i> , I want to get immobilized when I collide with an obstacle, otherwise the goal of the obstacles is destroyed	Re-add immobilization.	Luka	Luka	4.0	Marcel: 4.0 Damian : 1.0	Partially.	B	Players can get immobilized, but the old falling behaviour after immobilization isn't re-added.	<div>https://github.com/MrCrime/ContextMigi-1/pull/133</div>	Nils Luka
As a new developer, I want the big changes in the last sprint being documented in the EAD	Make a CRC card for each class that replaces the sections we currently have in the EAD.	Remi	Remi	8.0 (around 5 min per class)	Remi: 9.0	yes	B		<div>https://github.com/MrCrime/ContextMigi-1/pull/138</div>	Everyone
	Add class diagrams for certain parts of the project	Luka	Luka	3.0 (big portion is already done)	Luka: 2.0	yes	B	Many of the already made class diagrams could not be used, as there was not enough time for refactoring this week.		
	Finish the EAD (making sure sections are complete, fix flaws pointed out by the TAs)	Remi	Remi Damian	Remi: 6.0 Damian: 2.0	Remi: 0.0 Luka: 1.0 Damian: 1.0 Nils: 1.0	yes	A	Remi was too busy making CRC cards.		
As a developer, I want my game to	Arrange playtest session	Nils	Nils	3.0	Nils: 2.0	yes	A			

be properly tested by actual users										
The following tasks weren't tasks specified in the backlog, but were required (either as a response to play testing or just simple bugfixes/improvements/etc).	Fix enemy positions with respect to the carrier	Damian	Damian	-	<div>Note: Due to the shortness of these task, the hours here are summed up, as we didn't keep track of the little time spent on every single task here.</div> <div>Marcel: 8.0 Nils:10.0 Luka: 6.0 (includes setting up a TU laptop for the Oculus Rift for the second time) Remi: 23.0 Damian: 14.0</div>	yes			https://github.com/MrCrime/ContextMigi-1/pull/132	Luka Remi
	Carrier collision now hurt all carriers	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/128	Nils Luka
	Static obstacles now spawn again, together with moving obstacles	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/127	Nils luka
	The background color is now blue ingame	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/126	Luka Nils
	Moving obstacles no longer leave the path	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/123	Luka Marcel
	Carriers now face forward	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/122	Nils Marcel
	Restarting now resets the speed and makes enemies spawn again	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/121	Luka Marcel
	World deletion now happens later	Damian	Damian			yes			https://github.com/MrCrime/ContextMigi-1/pull/119	Luka Marcel
	Carriers are now better located around the platform	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/118	Nils Marcel
	Fixed not being able to quit the game once you're ingame	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/117	Nils Marcel
	Obstacles are no longer floating	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/116	Nils Marcel
	Certain buttons no longer crash the app in the lobby	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/115	Nils Marcel
	Platform speed has greatly been reduced	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/109	Luka Marcel
	Enemies now attack slower	Damian	Damian	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/108	Luka Nils

	Fixed a bug with obstacle deletion	Marcel	Marcel	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/92	Nils Damian
	Move the score and checkpoint text to a different location	Marcel	Marcel	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/110	Nils Damian
	Remove enemy spawn spots from world models	Nils	Nils	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/112	Marcel Damian
	Refine attacking and make it completely functional	Remi	Remi	-		yes		Bugfixing took a while and fixing the code following comments on the pull request too (took 11 hours) Damian and Nils both spent 2 hours of their time helping bugfixing	https://github.com/MrCrime/ContextMigi-1/pull/91	Luka Damian Marcel Nils
	Make sound effects play when getting hit and attacking	Remi	Remi	-		yes		(took 4 hours)	https://github.com/MrCrime/ContextMigi-1/pull/98	Damian Marcel
	Bugfix: Android app crashed when getting hit	Remi	Remi	-		yes		(took 6 hours)	https://github.com/MrCrime/ContextMigi-1/pull/94	Marcel Damian
	Removed Main.java and all references to it in the Android app.	Remi	Remi	-		yes		(took 2 hours)	https://github.com/MrCrime/ContextMigi-1/pull/129	Luka Damian
	Fix the GUI elements being located at weird positions when the Oculus is connected	Luka	Luka	-		no		Could not be done due to the limited availability of the Oculus Rift.	-	-
	Fix some pmd warnings	Luka	Luka	-		yes			https://github.com/MrCrime/ContextMigi-1/pull/141	Damian Remi
	Make obstacles spawn further away from each other (and randomly)	Luka	Luka	-		Yes			https://github.com/MrCrime/ContextMigi-1/pull/124	Damian Nils
	Refactor CarrierAssigner	Luka	Luka	-		Yes			https://github.com/MrCrime/ContextMigi-1/pull/96	Nils Marcel
	Display users in the Lobby	Luka	Luka	-		Yes				

Total hours:

Nils: 49.0 (+ 3.0 hours of code review)

Luka: 39.5 (+ 3.5 hours of code review)

Marcel: 36.0 (+ 4.0 hours of code review)

Damian: 39.0(+ 3.0 hours of code review)

Remi: 38.0 (+ 1.0 hour of code review)

NOTE: testing took up more time than expected, this is why Nils has more hours than the average this week

Problem 1:

Due to tasks that kept interfering such as playtesting tasks or bugs, many planned refactoring tasks could not be finished. Giving only small refactor changes.

Problem 2:

The jumping feature had to be postponed, because of an issue that makes the platform land in a very weird position. This issue took too much time to fix and because tasks kept interfering. Obstacles for jumping also needed to be created and there simply wasn't enough time for that.

Reaction: If given enough time, this feature will be postponed for the final product.

Adjustments for next 'sprint'

- More playtesting. Next 'semi-sprint' will only be to show off our product and as this sprint has shown, playtesting gives real useful information.

