Sprint 3 Reflection – The Discord Moderators

This sprint went better than the last, although it still could have been better. We got most, if not all of the functional requirements done, but once again we waited until the last minute on a lot of things. The time crunch at the end was not as dramatic as sprint 2, though, as we did not need to rewrite a lot of things towards the end, and we started a bit earlier this time. We also were able to refactor some sprint 2 features that needed some love, such as Link sprite drawing. Advice from our in-class code review helped for this. There is still definitely a lot of room for improvement, but things are getting better.

As with sprint 2, we did not have a lot of time to refactor things, especially collisions as they were implemented in the last few days. Room drawing is pretty good, but this was created earlier for our code review, so there was more time to refactor it. There is a good bit of repeated logic in some parts, but it’s not terrible and shouldn’t be too hard to clean up. We will have to push some of this refactoring onto the early parts of sprint 4.

Our team did communicate a bit better this sprint, as we got a discord set up rather than just texting. We also just generally know each other better by this point, so we know how everyone else works. Team members worked together more and had a more coordinated approach this time around, which was a problem last sprint.

We did not, however, always stick to the plan. We put tasks up on the project board early on in the sprint, but some tasks were completed by different people than originally intended as certain functionality was needed before other parts could be completed (i.e. room drawing was necessary before certain collision detection could be done, etc.). The project board was also not updated as frequently as it should have been, we communicated our progress mainly through discord.

For sprint 4, we should try to start earlier. Not a lot of work got done during the first week of this sprint, as many team members were busy with other classes/exams and were also just generally tired from cramming at the end of sprint 2, but this time around we need to get a good deal of functionality done during the first week so that the workload is spread out better. We should also try to create a more detailed plan and stick to it better so that people do not take over others’ parts (sprint 4 does not seem as interdependent as sprint 3 though, so this might not be as big of an issue). Finally, we should use the project board more.