Sprint 4 Reflection – The Discord Moderators

This sprint went alright, we were able to spread out the work better than in previous sprints. However, it ended up being more difficult than we initially expected and we were unfortunately not able to implement 100% of the functionality for this sprint. Some team members were busy with other classes/exams/sicknesses, especially during the final week, so there are a few missing features, but these should be relatively straightforward and not cause as many headaches as some of the other features we implemented. The major features (room transitions, game states, pausing, sound, most of HUD) are all pretty much done, we just need more time on some other things (list of missing features in the README). The toughest thing we still need to implement is item switching/inventory drawing, but it should not be too bad. Also, some of us are not as busy this week and will be able to finish up these features before Thanksgiving break and begin work on new features for sprint 5.

We will need to do some refactoring this upcoming week as well, the functionality is pretty good with little to no bugs but the code quality on some portions could be better. We also could stand to refactor some older code from sprints 2 and 3, such as collisions and enemies, as well as removing all magic numbers/hardcoded portions. Cleaning this up will be a big part of our sprint 5.

As a team, we did do a bit better as some team members stepped it up and contributed more than in previous sprints. The workload was not spread totally evenly but it was better than before. We communicated fairly well and stuck to the plan better as well, as some team members’ work did not bleed into other team members’ as much as before. Communication was not perfect, but it was an improvement. The project board was updated a bit more than in previous sprints as well, but still could be tracked better and updated more frequently.

For sprint 5, we should definitely start as soon as possible so that we can add our missing sprint 4 features as well as the new features. Midterm season is over (at least for some of us) so we should have more time to do this, and we could also do some work over break if possible. From afar, it looks like the rest of the work we have to do on this project is more tedious than difficult (lots of refactoring and adding minor missing features) so hopefully we are able to finish strong.