

Reflection on Iteration # 2

Context Project: Search and Rescue

Group: 1

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
Inform stakeholders	1	Shirley	5	3	Yes	Went better than expected
Interaction with other subgroups	2	Sille & Martin	8	4	Yes	Went much easier then expected
	3	Martin	5	8	Yes, Ongoing	Went well, will keep maintaining the system in next sprints.
	4	Martin	5	3	Yes	Checkstyle and commenting discussion with group 2 and 3.
Documentation	5	Sander & Daniël	3	2	Yes	Went very smooth
	6	Shirley	3	3	Yes	
	7	Shirley	3	3	No	reassigned to Sander, priority not high enough for this sprint to finish.
	8	Sille & Daniel	5	10	No	Pushed back, cause of upcoming changes, documentation didn't make much sense yet.
Testing	9	Tom & Jan	3	3	Yes	Server starts up properly for tests now
	10	Jan & Tom	13	10	Yes	The server doesn't handle disconnects properly though, so back-to back tests fail
	11	Martin	13	21	No, much	Really got into problems when required to mock

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
					harder than expected.	static system classes. Need to talk to group 3, as they managed to get this working correctly by using interfaces. Should be spread out towards more team-members, too much for one person.
Coding	12	Sille & Daniel	13	20	No	Lot of progress made, but discovered a lot of new issues that have to be addressed.
	13	Shirley & Sander	13	13	Yes	Done, effort was as expected

Main Problems Encountered

Problem 1

Description: Documentation of the client is an important user story, but cause of the nature of our assignment, lots of this could, and potentially will change.

Reaction: We decided to push back the documentation story to a moment in time when most of the changes have been made

Problem 2

Description: log4j doesn't allow us to have multiple loggers. It works with logging levels. Therefore we had to find a solution to get the bot logging in a file while the debug logging will stay in the console

Reaction: We made a new log level BOTLOG, which is the highest possible and set the logging file to that level. Only logs with level BOTLOG will be written to the log file.

Problem 3

Description: trying to create unit-tests for the client, before refactoring. Creating the unit-tests was quite hard as there were massive functions requiring many mocks.

Reaction: Refactored the client together with group-mates such that it becomes much easier to perform unit tests.

Problem 4

Description: Integration testing with Jenkins took an average of 11 minutes, due to unoptimized maven goals.

Reaction: changed the goals such that only very specific goals had to be run in order to create the report. Now runs on an average of 3-4 minutes.

Problem 5

Description: When externalising the MapRenderer to the core the doors would be painted at the wrong place.

Reaction: the coordinates were not properly scaled which let the doors be painted wrongly

Adjustments for the next Sprint Plan

Motivate any adjustments that will be made for the next Sprint Plan.

Refactor tasks have to specified even further. Research is needed into which classes need refactoring and how much effort this will take. Sonar is a good indication, but you can't blindly follow those estimations.