Sprint Reflection #5

Context Project: Search and rescue
Group: 2

User Story	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
As a user I want to be able to use the menu to create a new map, open an existing one, save the map, show a preview and exit the editor.	1	Joost	4	6	Yes	Took a lot longer to finish and make everything as user friendly as possible (with checks and warnings).
	2	Joost and Valentine	2	2	Yes	This task was split in two: Valentine was reading in the map and saving the zone data while Joost was filling in the grid according to the data. After we were able to read the xml from the map file, it was a matter of a double for loop. This task took the amount of time we had expected.
As a user I want to be able to add doors to rooms in the Environment Store.	1	Ruben	2	2	Yes	Valentine did this: trivial.
	2	Valentine	3	5	Yes	Ruben did this: The task took longer than planned because after it was done it broke down several times. So it needed fixing.
	3	Ruben	1	4	Yes	Valentine did this: To get doors to show on the map, it was fairly trivial (1 unit), but I extended my task so that doors were automatically added when creating a room and doors of other rooms would automatically update their positions when they have become unreachable.
As a developer I would like to have the MapPanelControlle	1	Ruben, Valentine	5	3	Yes	We had a bit of a collision with one of Team 1's members who was assigned the same task. Valentine removed some methods that did not belong in this class and Ruben refactored the createMap

r refactored to make it easier to update.						method. Team 1's member took over from then.
As a user I would like to be able to set the size of the new Environment Store in a new size dialog that is integrated with the Environment Store.	1	Wendy	1	1	Yes	Went as plannend without any problems. Only downside was that after I finished this task (and the one below), we decided that the checks and the entity field weren't necessary anymore, so they all got deleted (See problem 1).
	2	Wendy	1	1	Yes	See above.
	3	Wendy	2	3	Yes	Was somewhat more work than originally planned, but all because of things that didn't make it to the final system.
As a user I would like to see a warning when I try to preview a map that is not complete.	1.	Tim	2	3	Yes	The warnings for the start and drop zones have been implemented, but are removed now because of another, better, solution.
	2.	Tim	4	4	Yes	The algorithm was rather easy to create, but it needed a lot of fixes before it did what it had to do. The warnings were pretty easy, but had to be refined because they were unclear (they simply stated whether or not the map was solvable, and not why).
As a user I want to be able to still use my old maps in the new BW4T.	1.	Wendy	1	1	Yes	Valentine did this: it came in as a surprise to us that old maps worked perfectly; we did not have to fix anything. New maps can also be "played" without any problems.
As a developer I want to make sure that everything that has been created before and could be effected	1	Valentine	2	1	Yes	The battery discharge rate was rather trivial to fix and to test.

by development is thoroughly tested.						
	2	Joost, Arun	6	6	Yes	Went as planned. We managed to get a test coverage of 82% on the whole map editor. Some methods were harder to test than expected and because of the lack of time we did not manage to test everything. Also worked on the EAD and various bug fixes.
	3	Wendy	1	1	Yes	Went as planned, no problems.
	4	Tim	3	7	Yes	The algorithm to create a random map from scratch while being completable was hard, because every algorithm I came up with had a counterexample. The algorithm then became an algorithm that worked off of a standard model for the map.
	5	Ruben	2	2	Yes	The creation of the xml already existed, this task consisted mostly of testing wether the created maps work in the environment or not. It resulted in some small changes to the xml buildup.

Main Problems Encountered

Problem 1

Wendy

Description: When we designed the Size Dialog, we did not think it all the way through. That is why I put a lot of effort in buttons and functionalities that were deleted later that week. The Size Dialog was completely finished and integrated when a team member discovered that the same functionality was already in the next window (made by another team member).

Reaction: Next time we should put more time in the design to make sure that everything is correct. That way, the designing might take longer, but it also prevents a lot of unnecessary work and frustration.

Problem 2

Description: This week, we found out that my branch from a few weeks ago had not been merged to the master branch. In that branch, Wendy did a lot of restructuring and made the whole BotStore structure MVC. We did not notice it until this week, because we were not in that part of the code anymore. Because it went unnoticed so long, the entire system was built around the old structure. This week we tried and tried to merge her old branch with the new code, but there were just too many changes and we could not get it right. That is why we had to decide to let out the whole restructured MVC BotStore. Again, a lot of hard work gone…

Reaction: We are still a bit surprised that we did not notice it before, but these are the things we should have done to prevent this:
- Better communication. We remember a team member telling us: "Yeah, I merged your branch into the master!" But maybe he/she was talking about another branch. Or maybe he/she said "I merged the master in your branch" and we understood it wrong. Or maybe he/she did say the first thing, but meant the other way round. That is why it is important to communicate more precisely when it is about crucial things such as merging a greatly refactored code in the master branch.
- More sense of responsibility. As soon as we were told that Wendy's branch was merged, we forgot about it and did not give it another look. Next time we should take more responsibility and check whether event that should take place have indeed occurred.