Reflection on Iteration # 1

Context Project: A Search And Rescue Mission

Group: 2

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
Battery Functionality	Task 1	Wendy	1,5	2	Yes	Needed to fix a few mistakes and errors in the BatteryManager branch so that's why it took a bit longer.
	Task 2	Ruben	1		Yes	0 is no longer infinity, but capacity now ranges on a scale from 10-100
	Task 3	Tim	2		Yes	
Interface for handicaps	Task 1	Joost	2,5		Yes	The decorator pattern we first implemented was incorrect in its design. Therefore we could not start testing its structure right away but in the end the structure has been tested and it is working as expected.
Color Blindness Handicap	1	Valentine, Ruben	6		Yes	Has to restructure the handicaps before attempting to set up the color blindness handicap. Fortunately, we managed to do so in time.
	2	Wendy, Valentine	2	-	No	The handicaps had to be restructured so we couldn't do the testing yet.

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
Gripper Handicap	1	Wendy, Valentine	1	-	No	The handicaps had to be restructured so we couldn't do the testing yet.
	2	Tim	3,5		No	The structure for the gripper handicap has been tested but have not been able to test whether we can actually pick up more blocks if we want to.
Moving Handicap	1	Ruben	1		Yes	We have removed the "notMovingHandicap" and replaced it with the fact that a botspeed of 0 means the bot is not able to walk. This has been tested and works (being the robot cannot move).
Speed handicap	1	Joost	2		Yes	The method in which the speed is defined has been tested through an unautomated test because it is very difficult to test this with unit tests. We know that the speed can be edited through this handicap and we know that the structure is good due to this testing but we are still thinking about more ways to test this. We will probably do more testing in a later stage.
Bot size	1	Wendy	1,5	1	Yes	The actual finding of the bot sizes took less than an hour, but getting the BW4T environment started with running agents

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
						cost me more than a day. See problem 1.
	2	Arun	1			
Bot GUI	1	Arun	3	7	Yes	This took longer because the code had to be written from scratch. Furthermore the code structure had to be similar to the scenario gui structure so it took some time to understand the other gui code
	2	Valentine	2		No	I have made a class that stores the data from the Bot GUI. Once the “Apply” button is clicked in the UI, the data class gets updated with the correct values. There are still inconsistencies in the UI between the data that has to be stored. The way this class will be used is still unclear to me, it would be nice to discuss this issue with the group during the next standup.
E-Partner	1	Ruben, Valentine	-			The issue of “What is a e-Partner” still remains. The customer was very unclear about it, especially when attempting to correct our mistakes in the design we previously had. As we had to restructure the handicaps, it was not possible to fully come up with a new concept for the e-Partner.

Main Problems Encountered

Problem 1

Description: We were able to start the BW4T environment via the GOAL plugin in Eclipse, but for some reason the agents didn't appear. I tried everything: running every file in the project in every possible way, installing the original GOAL program (3 different versions), installing another version of Eclipse etc. etc.
Solution: Finally Martin (group 1) find out that we had to make an extra GOAL project, copy a few files, change something in the code and finally it worked! After that I made a small tutorial for the rest of the group so they wouldn't have the same problem as me.

Reaction: -

Problem 2

Description: The Client came with an adjustment to what they asked from us at first. Because of this we had to change our sprint plan to fit in these changes.

Reaction: We hope to have no such large changes in the upcoming sprint. If we do, it is probably best to work on the changes together first so that no one has to wait for other group members.

Adjustments for the next Sprint Plan

In the next sprint we can work more efficiently since there were a few small things that made us have to wait for each other in this sprint. Since the previous product we offered the client was not exactly what they expected we had to make time to correct things we already done in the previous sprint. Although we changed every aspect mentioned by the client we still do expect new changes from the client's side in the

upcoming sprint. Therefore it might be useful to plan time in our next sprint plan for adjustment to the current working code. By assuming that the base is now correct we no longer should have to wait for each other like in this sprint.