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 harder than expected. | Really got into problems when required to mock 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.

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 refactor and how much effort this will take. Sonar is a good indication, but you can’t blindly follow those estimations.