Sprint Retrospective, Iteration #6

Context Project: Computer Games
Group: Team Kroket

User Story	Task	Member responsible for the task	Task Assigned to	Estimated Effort Per Task (in hours)	Actual Effort per task (in hours)	Done (yes/no)	Priority (A - E) (A is highest)	Notes
As a team member, I want to know what my team thinks about me and my work, so that I can improve the cooperation within the team.	Fill out the Peer Evaluation (individual task)	Harvey	Alan, Harvey, Irene, Jochem, Mayke	3	3	Yes	C - It is mandatory, but it does not add value to our game	We have discussed the public feedback we received.
As a Oculus Rift player, I want to be able to enter the color sequence I received from the mobile player, so that I can solve/finish minigame C.	Create an algortihm in EscapeServer that generates random color sequences for minigame C	Alan	Alan	2	2	Yes https://github.com/alanvanrossum/kroket host/pull/4	B - These are all essential for minigame C to work for all players	Minigame C is fully implemented and works for all players (Oculus and mobile), and does not require any functional adjustments anymore.
	Create/assign an object that needs to be interacted with in EscapeVR to start minigame C	Mayke	Mayke	4	5	Yes https://github.com/alanvanrossum/kroket /pull/26		

	Create a screen in EscapeVR which shows the xbox controller with the different color buttons	Irene	Irene	5	3	Yes https://github.com/alanvanrossum/kroket/pull/26		
	Let EscapeVR send the colorsequence entered by the Rift player to the server, and let the server verify if this is correct	Irene	Irene	5	10	Yes https://github.com/alanvanrossum/kroket/pull/26		
As a mobile player, I want to play a game without encountering any bugs, no matter on which device I play, so I can enjoy the game to the fullest.	Find a way to generate a coverage report for the android app. (This caused problems previous sprint)	Mayke	Irene, Harvey, Mayke	10	9	No	A - We need to be able to generate a coverage report in order to know exactly how much coverage we have.	See problem 3.
As any player, I must be able to lose the game, so there is more reason to try to win the game.	Add a timer to the overlay of EscapeVR, that starts counting down from 10:00 when the game starts.	Jochem	Jochem	3	1	No	C - Not essential yet, but it would be nice to have a timer so that the players feel the pressure.	This is partially implemented, and can easily be finished off next sprint.
As a mobile player, I want the Gyroscope minigame	Finalize minigame D for the Android app.	Alan	Alan	7	4	Yes https://gith	D - Minigames are not the	

to work on any device, even a tablet, so anyone can complete all the minigames.						ub.com/alanvanrossum/kroketapp/commit/8d8d4adb5673ab57184fcdea4327a0c74d083311	highest priority right now, since we already have several minigames and the already existing ones are not yet all implemented on the EscapeVR side.	
	Softcode the width and height of the device in Gyroscope.onStart().	Alan	Alan	3	1	Yes https://github.com/alanvanrossum/kroketapp/commit/2ead19d8cffb1211ec0960413a354e9e30b32a4a		
As a mobile player, I want to be able to play more minigames, so the game is diverse and I can have more fun.	Create minigame E, the Squasher.	Alan	Alan	4	5	Yes https://github.com/alanvanrossum/kroketapp/pull/16	E - More minigames are a great addition to the game, but implementing them in EscapeVR is a	These games for the Android app are almost completely finished. However, these minigames do not have a

	Create minigame F, the Turning Lock.	Alan	Alan	8	7	Yes https://github.com/alanvanrossum/kroketapp/pull/22	lot of work (and is not yet finished for all other minigames) so we should focus on that.	storyline yet, nor an idea of what the Oculus player has to do meanwhile.
As a mobile player, I want to be able to see if there is no server available, so that I know why the game does not proceed.	Change the app so that when there is no server available, the screen shows a message instead of crashing. (This task caused problems last sprint)	Mayke	Alan, Mayke	8	8	Semi https://github.com/alanvanrossum/kroketapp/pull/20	A - We have been dealing with this error for several weeks now, and it is still not fixed. It is very bad that the app is able to crash, so therefore this has a high priority.	The app does not crash anymore, but it is still not working exactly as we want. See problem 1.
As a player, I want there to be a logical sequence of possible events, so that I do not get lost in the chronology.	Make sure that only one minigame is enabled at a time, and that when this minigame is finished it enables a new minigame.	Irene	Irene	6	5	Yes https://github.com/alanvanrossum/kroketapp/pull/3	C - Having the separate components is more important at this point, but we do have to start looking at the interaction sequence.	
As an Oculus Rift Player, I want to walk around a	Expand the scene by putting new objects	Jochem	Jochem, Irene	15	14	Yes https://gith	A - We need new objects in	We added more objects in the

room that is aesthetically pleasing and features more objects than just walls and flat paintings, so that it's more fun to play the game.	into the scene. (This caused problems during last sprint)					ub.com/alanvanrossum/kroket/pull/24	the scene in order for the Oculus player to interact with them, and trigger events/minigames.	scene and tied events to most of them.
	Ensure the newly created scene works with previously implemented collision and interaction.	Jochem	Jochem, Alan	6	4	Yes		
As a player, I want the game to have a logical connection between following minigames, so I can progress in the game as a whole.	Write a storyline, a sequencing of chronological minigames and events. Also make sure the type of minigame fits the story.	Irene	Alan, Irene	6	8	Yes	A - A storyline is very important for a game to be interesting and fun to play.	The storyline for the first three minigames has been created. However, we still need to create an into for the game which explains the storyline of the game.
As a developer, I want to know how actual players that have never seen the game experience and interact with the game, so that I can adjust the clearness, enjoying factor, and difficulty level of the game accordingly.	Find people outside of our group/context and let them test the game for playertests.	Harvey	Jochem, Harvey	12	11	No	B - During our presentation we received clear feedback that we need to start focussing on this.	We have had some of our brothers and sisters test the game, but we still need to do more playertests.
As a user, I want to play a	Add more test for	Mayke	Mayke	9	5	Yes	C - The android	

game without encountering any bugs, so I can enjoy the game to the fullest	EscapeVR, write test documents for untestable things					In the same folder as other deliverables	app already has a number of unit tests so the addition of even more tests has a lesser priority. The host has most tests. The EscapeVR does need more tests.	
	Add more tests to the android app.	Harvey	Harvey	8	9	Yes https://github.com/alanvanrossum/kroketapp/pull/18		
	Add tests for the host	Mayke	Mayke	2	6	Yes https://github.com/alanvanrossum/kroketapp/pull/8/files		
As a Oculus Rift player, I want to be able to interact with minigame B, so that I can help solve/finish minigame B.	Implement minigame B on the EscapeHost	Irene	Irene, Mayke, Harvey	5	5	No	A - In order for the game to be fun when the mobile players are doing a minigame, the Oculus player also has to do a minigame.	The android part of the minigame was already implemented but the escapeVR was not. That implementation is now finished however ending/restarting
	Implement minigame B on the EscapeVR	Harvey	Harvey, Jochem	20	21	No		

								minigame B still needs to be implemented. Because now both the android players and the EscapeVR player have to complete their part to be able to complete Minigame B.
As a programmer, I need to know what the main architecture of our system looks like so I can understand the system better.	Update the Architecture Design Document	Jochem	Mayke, Jochem	6	6	Yes	C - This is mandatory and gives an overview of our system. Not essential for the game itself	

Main problems encountered

Problem 1

Description:
When there is no server available we do not want the app to crash, which we fixed. But this introduced another problem. When there ís a server available and the player clicks connect for the first time, the UI of the app shows that the connection failed (even though it did not fail). The UI elements are updated in a thread different from the network interaction. This causes the UI not being updated appropriately.

Reaction:
We noticed not all exceptions were dealt with appropriately and the code was using unavailable streams. All exceptions are caught appropriately now. Updating the UI in an appropriate manner is a work in progress.

Problem 2

Description:
Models weren't rendered correctly on some of our machines.
Reaction:
We weren't able to distinguish the cause of this problem. Because we spent way too many hours troubleshooting this problem and because Jochem's laptop is the only machine we want to use with the Oculus Rift and it works fine on his, we are accepting this for now.

Problem 3

Description:
We were unable to generate a test coverage report for the android app. The way coverage reports are generated is that first gradle runs a connectedCheck, createDebugCoverageReport or createDebugAndroidTestCoverageReport. These three commands are different however they all run trough the instrumentation tests and output there results in a coverage.ec file. You can then use Jacoco to turn that coverage.ec file in a standard test report in html and/or xml like cobertura for example. The problem however is the same problem we encountered last week,

namely that no matter who runs the instrumentation tests or how you run them, the coverage.ec output file is always an empty file. So if Jacoco turns that file into an html or xml report the report will say that test coverage is 0%.

Reaction:
This is the second week we are struggling with this exact issue. But no matter what we try we haven't been able to find a solution. Looking online it became apparent that this is a common issue for people using the espresso and robotium frameworks. And while we found multiple solutions when we tried to implement these solutions the problem the problem still arose that coverage.ec was an empty file. Given that we already spent so much time on this and we still have no solution in sight. We made the decision to not implement the android coverage report generation after all.

Problem 4

Description:
For some of us Blender files do not export the material files correctly. This caused that the objects did not have the correct colors or textures after the exportation of the model.
Reaction:
We could not find the reason for the exportation going wrong, and we also did not want to spend too much time on this, since we already spent a lot of time on troubleshooting models last week. In order to still get the correct models, we manually added the textures to the .mtl file.

Problem 5

Description:
Two of our machines went sick. One has a broken fan (not a mainboard issue). The other one has an inconsistent MFT with many corrupted files on the filesystem.
Reaction:
One machine was sent to the computerdoctor and will come home soon. The other machine is recovering at home. Both will hopefully make a full recovery.

Adjustments for the next sprint

We have come to the conclusion that pull requests are open for too long. Therefore, we decided that Pull Requests have to be reviewed within 20 hours by at least two team members. This will aid the process of development, because changes can be merged faster.
Since we are getting closer and closer towards the deadline of having a full playable game, we need to start focussing more on the entire gameplay instead of separate units of the game. We have to make sure that the game is playable from beginning to end. For this playertests will be important and come in handy.