

# Sprint Retrospective, Iteration #2

Context Project: Computer Games

Group: Team Krocket

User Story	Task	Member responsible	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 make efficient group decisions so that the team can focus more on the implementation.	Everyone will fill in the project skills post survey.	Jochem	Alan, Harvey, Irene, Jochem, Mayke	5	5	Yes	B	This was an individual task. The significance for the project of this task is not very high, but since the deadline was tuesday, we gave it priority level B.
	Every member will make an A4 document according to the deliverable requirements.	Harvey	Alan, Harvey, Irene, Jochem, Mayke	5	5	Yes	B	
As a Scrum team, I want to have a document that acts as the project's true	Alter Product Vision document according to the feedback,	Irene	Irene	5-20	15	Yes	A	The whole literature study still had to be done. This task had priority A since the deadline for this

north, so that it is clear why the project is being undertaken and what the desired end state is	perform spelling check							document was wednesday, and a document that states the vision of the product is important for the project.
As a team member, I want to know what the current planning is so I roughly know what to do when	Alter Product Planning document according to the feedback	Mayke	Irene, Mayke, Alan, Harvey	5-20	15	Yes	A	This task had priority A since the deadline for this document was wednesday, and a document that states the planning of the product is important for the project.
As a game designer, I need to learn how to design a program centered around the users so I can apply this knowledge in the development	Complete Maple TA Assignments for Interaction Design	Alan	Alan, Harvey, Irene, Jochem, Mayke	10	10	No	D	Only Jochem has not completed the assignments yet. Priority D since the deadline for these assignments is not very close. Still we want to do this early in the process so that we can apply the knowledge in the project.

As a programmer, I need to know what the main architecture of our system looks like so I can understand the system better	Write Architectural Design document	Irene	Alan, Harvey, Irene, Jochem, Mayke	15	12	Yes	A	First version complete, we will update this every week.
As a player I want to play a game that has a nice name, so that it is already more attractive to play	Come up with a name for our game	Mayke	Alan, Harvey, Irene, Jochem, Mayke	5	4	Yes	C	'Escapade' is the name currently used, but it is subject to change.
As a developer I want to set up Travis CI so that my product uses continuous integration.	Set up Travis CI	Alan	Alan, Harvey	0.5	1	Yes	B	First successful builds are done.
As a user, I want to be able to play at least something	First working version of the bare game	Jochem	Alan, Harvey, Irene, Jochem, Mayke	30	2	No	B	We were forced to spend most of our time on documentation and setting up maven. Also we still do not have access to an Oculus Rift. We do

								have a very small beginning for the app.
As a member of this team, I want to know exactly what the game I'm going to make will look like, so I can use that as a goal for the final game.	Write Game Design document (final)	Alan	Alan, Harvey, Irene, Mayke	20	10	Yes	A	It was very unclear what to put in this document.

## Main problems encountered

### Problem 1

#### Description:

We weren't able to get maven to run properly. Automated builds with Travis required configuration changes in order to function.

#### Reaction:

We tried several configuration changes. The automated build now works. We still need to tweak our setup.

### Problem 2

#### Description:

Assets were not loaded properly by the IDEs and by maven.

#### Reaction:

We kept getting assets not found exceptions. Until we came with the solution to add the asset folder in a classpath to the project which resolved the asset issues. First we added the classpath locally in eclipse then we added the asset folder path in the pom.xml so that with using maven whenever we import the project the classpath is automatically there.(instead of having to add the classpath locally.)

### **Problem 3**

#### Description:

It was quite unclear what was expected of the Design Document. There were no guidelines for this document on blackboard, nor an example document.

#### Reaction:

We asked on Slack what should be in the design document. However, the reaction was that it should contain the “idea of what we are going to implement”, which we thought was quite vague. Actual guidelines or an example document would have been nice. In order to finish the document, we put in what we thought was relevant for the document, but we are still not sure if this is what was expected of the document.

### **Adjustments for the next sprint**

The previous two and a half weeks we have mostly been busy with the documentation; such as the Product Vision, the Product Planning, the Architecture Design Document and the Design Document. All this compulsory documentation cost a lot of time, and withheld us from really starting with the code of the product. This is quite worrisome to use, since we already have to have a final version of the game in week 10. Therefore, we really need to start focussing on the code in the coming weeks. This means we have to adjust our working style, since the nature of the tasks will change.

In the previous sprint we wanted to have more physical project meetings, since the communication over Telegram is not as efficient as face-to-face communication when discussing important design decisions. This week we successfully adjusted to this, by meeting more often in person on Drebbelweg. Most of the group members are in agreement that this was a good improvement, and that we should continue these regular face-to-face meetings. In order to avoid distraction from other people around us in other cubicles, we will reserve Project Rooms upstairs in Drebbelweg in the future for our meetings.

Some feedback that we got on the Sprint Backlog was that the tasks were assigned to too many members. This mainly had to do with the fact that our task descriptions were too general (e.g. write product planning, instead of breaking it up into the different chapters). Therefore, in the next sprint, we will break up large tasks into more smaller tasks, so that it is clearer what task is assigned to each person and what each person is supposed to do.