

Sprint Retrospective, Iteration #1

Context Project: Computer Games

Group: Team Kroket

User Story	Task	Responsible member	Task assigned to	Estimated Effort Per Task (in hours)	Actual Effort Per Task (in hours)	Done (yes/no)	Notes
As a player I want to play a game that is put well together so I can have fun	Work out the chosen game concept	Alan	Alan, Harvey, Irene, Jochem, Mayke	5	20	Yes	In the previous document (Sprint backlog) for the estimated effort we put the number of hours per person, therefore in this document this is (often) multiplied by 5. We clearly underestimated the time needed to work out a game concept.
As a stakeholder I want to know what the plans of the team are for the game so I can determine if these plans are realistic	Prepare a pitch for the chosen game concept	Alan, Jochem	Alan, Irene, Jochem, Mayke	20	10	Yes	Heavy feedback was received during the pitch. We will have to finetune our game concept to be simpler, more immersive, and more fun than a regular escape room.

As a team member I want to be able to work well with the software, so I can develop a cool game	Install the jMonkey SDK and get familiar with it	Harvey	Alan, Harvey, Irene, Jochem, Mayke	10	10	Yes	
As a Scrum team, I want to have a document that acts as the project's true north, so that it is clear why the project is being undertaken and what the desired end state is	Create the draft version for the Product Vision	Irene	Alan, Harvey, Irene, Mayke	6	4	Yes	The given guidelines and the example document were quite different from each other, and contradicting in some parts. This made it quite unclear what was expected from the document. (This question was also asked on the general channel on Slack, but no reaction was given)
As a team member, I want to know what the current planning is so I roughly know what to do when	Create the draft version for the Product Planning	Mayke	Alan, Harvey, Irene, Mayke	8	8	Yes	It seems rather contradictory to create a roadmap of sprints ahead of time, when the goal of scrum is to be flexible in your planning
As a team member I want to setup maven so that I can easily share and use the project on a different machine.	Setup the maven project with dependencies And checkstyle, pmd, findbugs	Harvey	Harvey	4	4	Yes	The maven project has been successfully setup however the project still lacks an asset folder and usage of travis CI.

Main problems encountered

Problem 1

Description:

After our pitch we received a lot of criticism on our game concept. The main criticism was that the game was not different enough from a real escape room and that the oculus rift did not give enough added value.

Reaction:

On thursday, before making our product vision and planning, we rethought our game concept. Instead of having the non oculus rift players in the escape room, we moved them to the CIA headquarters. The person with the oculus is the only one who can see the room. We also decided the two other player would only use a smartphone. To make it different from a real escape room we decided to add some unrealistic elements; for example the gravity in the escape room may disappear.

Problem 2

Description:

When setting up the Jmonkey environment we attempted to port the VRGame example in our maven project. This wasn't too difficult however the example game required an specific asset folder. However our maven project didn't have this asset folder upon creation so we had to add it manually in jmonkey. This procedure turned out to be a lot more difficult than originally expected.

Reaction:

We attempted multiple solutions. Like creating a separate asset project which contained our necessary textures and attempted to publish that new project into our maven project. However this didn't turn out to be a success. So we decided to try other solutions next week.

Adjustments for the next sprint

In the beginning we were not quite yet that busy with everything related to Scrum. Therefore our first Sprint Backlog was very bad and not worked out well. Consequently, we received a bad mark for this document. Of course we are going to adjust this in the coming sprints; we are going to make the Sprint Backlogs (and Retrospectives) more seriously and extensively.

Another adjustment we want to make is with respect to the communication. In the beginning of this sprint, a lot of our communication was online (through Telegram). We found that this was not very effective, especially not for making documents such as Sprint Backlogs and for making important decisions about our game concept. In the following sprints we want to meet more often, so that we can discuss these matters face-to-face, which will also decrease the chance of conflict within the group.