Sprint Retrospective, Iteration #3

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)	Irene	Alan, Harvey, Irene, Jochem, Mayke	3	4	Yes	C - It is mandatory, but it does not add value to our game	-
As a user, when wearing the Oculus Rift, I want to view the virtual world and I want the movements of my head to influence my vision.	Establish the first working connection between the Oculus Rift and a pc	Harvey	Harvey	15	17	Yes	A - We need this so we can see if our environment and game actually works.	See problem 8.
As a programmer, I need to know	Update the Architecture	Mayke	Mayke	2	2	Yes	C - We need to keep our documentation up	We updated the

what the main architecture of our system looks like so I can understand the system better	design document with any changes made to the system						to date, but the priority is not that high since we want to focus more on implementation this sprint.	concurrency, hardware/ software and the wireless controller bit.
As a developer, I want to have a concept of a minigame, so that I know what I should implement	Come up with a minigame (brainstorm session)	Mayke	Alan, Harvey, Irene, Mayke	5	10	Yes	A - It is important that we come up with the concept of the first minigame, since we cannot start implementing it before the concept is there.	We came up with the first 'minigame', a simple search puzzle image.
As a developer, I want to make myself familiar with android studio and making android apps, so we can make the app	Get familiar with android studio and making android app	Alan	Alan, Harvey, Irene, Mayke	10	12	Yes	A - obviously we need to know how everything works so we can actually make the android app.	We had some trouble with android virtual devices, but ultimately we figured things out.
As a developer, I want to have a basic app template, so we can implement the rest of the app in it	Make basic skeleton android app	Mayke	Mayke	5	5	Yes https://github.com/alanvanrossum/kroket/commit/a7446f2	A - we needed some basic start for the app, so we could put the minigames in.	I made a standard little menu with some buttons and methods to make the buttons work

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As a player, I want to be able to play a minigame in the app, so I can help the Oculus Rift player escape	Implement minigame in app	Irene	Irene, Mayke, Alan	30	30	Yes https://github.com/alanvanrossum/kroket/commit/d147656395c405a677af2e10b0b69164718a0291	B - Since the concept first has to be worked out, the implementation does not have priority yet.	We implemented the simple minigame, using 3 activities, a few buttons, and a photoshopped image.
	Implement a second (simple) minigame for the Android app	Irene	Irene	10	7	Yes https://github.com/alanvanrossum/kroket/commit/ee08916c6d2d548665f3	D - A second minigame has less priority, because for now we only need one to set up the system and see if it works. Also for a playable spike one minigame is essentially enough	

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As a player, I want to be able to be in a simple environment, so I can view a scene through the Oculus Rift	Make the simple environment (room with cubes)	Alan	Jochem, Alan	2	6	Yes https://github.com/alanvanrossum/kroket/commit/4256eb5eabdc6457a47bcefec335cedf2055cb1c	A - We need this to be able to interact with objects and as an interface for the Oculus player.	There is a simple room, and an introduction with audio and visuals before getting in the room for the Oculus Rift player
As a player, I want to be able to influence the other player's' interface, so I can escape or help escape	Set up a server	Jochem	Jochem	20	18	Yes https://github.com/alanvanrossum/kroket/commit/175349e2f9110f586c9ddfbcb8750a35ab040e5b	A - Our game needs some communication between the app and the pc/oculus game, so minigames can be initiated when an Oculus player interacts with an object.	A basic setup for the server was created. It still needs to be expanded.

	Set up the client side for the android application	Irene	Irene, Alan	10	12	Yes https://github.com/alanvanrossum/kroket/commit/20f68ee3c3bba98a9b98fd360ee40d14985b58ca		See problem 1.
	Set up the client for the Oculus Rift player in java	Mayke	Mayke, Harvey, Jochem	10	10	Yes https://github.com/alanvanrossum/kroket/commit/f6cf6253c596a14a05b383411a954461cabbb1a2		There is now a basic setup for the Oculus client to send and receive messages.
As a game designer, I need to learn how to design a program	Complete Maple TA Assignments for	Jochem	Jochem	1	2	No	D - Only Jochem still has to do the individual assignments. The	Jochem has completed a few of the assignments

centered around the users so I can apply this knowledge in the development	Interaction Design						deadline is not very close, so he still has the time. However, we would like to acquire these skills early in the project, so that we can apply them.	, the final assignment still needs to be completed.
As a developer I want a correctly setup Maven project so that we can guarantee that when the project works on one pc that running the project on a different pc will also work.	Adding the assets folder correctly in the maven build	Harvey	Harvey, Jochem	15	16	Yes https://github.com/alanvanrossum/kroket/commit/224a93816797 57c1d77 584f2b2 b4d7d2 8186fd70	A - Our game needs a correct version of maven so that we can use it as a build management tool and ensure build portability between different pc's.	See problem 6.
As a developer I want all my code to be under continuous integration and use the correct pom files for each project.	Refactor the the configuration of Travis.	Jochem	Jochem	3	3	Yes	B	See problem 7, android app is not yet under continuous integration.

Main problems encountered

Problem 1

Description:

The first problem we encountered was during the implementation of the android client application. We managed to successfully establish a working connection. However, later we found out the connection was disestablished when a new activity started. This was a problem for us, because we planned to place every minigame in a separate activity. We would have to find a way to alter the connection, so that it stands even when the app switches between activities.

Reaction:

After some research on how this problem could be solved, we found out that we had to establish the connection in a Service instead of an activity in order to be able to keep the connection running, even when the app switches to other activities.

Problem 2

Description:

The jMonkeyEngine maven repositories were down, so our maven builds fail for the VR client.

Reaction:

Either the service will have to be brought back up, or we would have to set up a mirror version ourselves.

Problem 3

Description:

If we did an accept call on a socket the thread stalls on this, which means that the whole thread stalls and nothing else gets processed. This could cause deadlock.

Reaction:

In order to avoid blocking socket problems/deadlocks, we implemented multiple threads.

Problem 4

Description:

Register joystick/gamepad controls. Jochem's Sixaxis DS controller wasn't registered properly.

Reaction:

Jochem spent some time troubleshooting and reading examples. The inputs are registered correctly, however they trigger too many events. This needs further attention in the next sprint.

Problem 5

Description:

Set up android studio with virtual android machines. For Harvey the virtual device had still not started after an hour, and for Mayke the device did not seem to work.

Reaction:

Harvey connected his android phone to the pc, and can test the app on his phone. Mayke installed a virtual device with the newer android version.

Problem 6

Description:

Maven package failed for our game because we had issues with adding the assets folder containing all the assets used in the game in the build used by maven so when we ran Maven package the resulting jar didn't contain the assets so this resulted in numerous assets not found errors.

Reaction:

We found a way to add the assets folder to the maven pom.xml by adding the assets folder as a resource to the build.

Problem 7

Description:

The problem with travis was that we had multiple projects that used different .pom files/configurations. Travis still used the end configuration of the example project, so we had to make sure that Travis CI would use for both projects the correct maven setup. The app is not under continuous integration.

Reaction:

Travis CI config fixed. Our Android app still isn't under continuous integration.

Problem 8

Description:

Establish a working connection between the Oculus Rift and our VR application. Harvey set up Oculus runtime 0.8 with relative ease however when starting up SteamVR multiple errors occurred. These errors were an issue with starting oculus compositor, steamVR's own servervr.exe that kept timing out and a couple times were starting SteamVR crashed Harvey's laptop.

Reaction:

The first possible solution was switching from Oculus runtime. From using 0.8 to using the latest runtime 1.3.2. However this didn't solve the issue so the second solution was trying to set the oculus up on Jochem's laptop instead and this solved all issues with SteamVR.

Problem 9

Description:

The assets were still a problem for our maven build. 'mvn package' wouldn't include the assets.

Reaction:

We fixed our maven setup in our pom and got it to include assets.

Adjustments for the next sprint

We could divide the tasks better. In this sprint we had less oversight on which tasks needed to be done, and we did not split up tasks properly to smaller tasks. This made it hard sometimes to know what to work on when we were at home. Next sprint we have to split up the tasks into smaller and more specific tasks, so that we gain overview and know what we have to do (at home).

Another thing we really have to adjust has to do with our communication. It has occurred multiple times this week that some of us had no idea what others had been doing (often we found out someone had been working on something only when it showed up on the repository). This occurred mainly with tasks that were not present in the product backlog, and someone decided to go and work on something that did not necessarily have a high priority. In the following sprint it is important that we will communicate this to the other members of the group, so that everyone knows what all other team members are working on.

The last thing we want to adjust is quite easy. We want to make the commit messages consistent, so from now on we will all post commit messages in English and in the present tense.