

# Sprint Retrospective, Iteration #8

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 the rift user, I want to have more visual indicators for time shortage than just a timer, so I feel more real excitement while playing the game.	Increase the amount of gas as time passes.	Jochem	Jochem	3	2	No	D - Right now the gas is barely noticeable if you do not know that it is there. We also want the amount of gas to increase as the timer counts down. This is not extremely important for the gameplay, so the priority is not that high.	We did not manage to finish this task. For some reason the gas is barely visible in the Oculus. Since this task did not have a very high priority, we decided to leave this as it is.
As a player, I want to see a new scene when I win the game, so that I know that I have won the game and feel rewarded.	Create a scene instead of an overlay for when the player has escaped the room.	Alan	Jochem, Alan	8	6	Yes <a href="https://github.com/alanvanrossum/kroket/pull/47">https://github.com/alanvanrossum/kroket/pull/47</a>	E - We want the players to see a new scene when the game is won. We already have an overlay for this, so	We decided to add a 360 background for the winning scene, in which you can fly

							this is only an extension which would make the game nicer.	around.
As a player, I want the game to start with an explanation about the storyline, so that I know in what setting and story the game plays.	Create an intro video for the Oculus player, which explains the storyline.	Harvey	Jochem, Harvey	6	4	Yes <a href="https://github.com/alanvanrossum/kroket/pull/49">https://github.com/alanvanrossum/kroket/pull/49</a> <a href="https://github.com/alanvanrossum/kroket/pull/54">https://github.com/alanvanrossum/kroket/pull/54</a>	A - This is an essential to understand the storyline of the game.	The intro now shows the storyline of the game.
	Create an intro video for mobile players, which explains the storyline.	Irene	Irene	4	3	Yes <a href="https://github.com/alanvanrossum/kroket/app/pull/38">https://github.com/alanvanrossum/kroket/app/pull/38</a>		
As a stakeholder, I want to have an overview of the product, process and main functionalities of the product, so that I know if the product meets the customer's needs.	Write an introduction for the final report.	Irene	Irene	3	3	Yes, see the final report.	A - The deadline for the draft of the final report is thursday June 16th. We need to finish all these sections before then (if we want to receive feedback on it).	
	Write an overview of the developed and implemented software product.	Harvey	Harvey	5	4			
	Write a reflection on the product and process from a software engineering perspective.	Alan	Alan	5	5			

	Write a description of the developed functionalities.	Harvey	Harvey	4	4			
	Write a special section on interaction design, which discusses the player tests.	Irene	Irene	5	5			
	Write an evaluation of the functional modules and the product in its entirety, including the failure analysis.	Jochem	Jochem	5	5			
	Write an outlook for the final report.	Mayke	Mayke	2	2			
As a programmer, I need to know what the main architecture of our system looks like so I can understand the system better.	Finalize the EAD.	Harvey	Harvey, Alan	15	12	Yes	A - The deadline for the final EAD is Friday June 17th. Therefore this has a high priority.	
As an examiner, I want to receive an essay from every participant for the Context Project, so that I can determine if the participants have (acquired) the needed project skills.	Write the second essay for the Project Skills (sub)course. (Individual task)	Mayke	Alan, Harvey, Irene, Jochem, Mayke	15	15	Yes	A - The deadline for this essay is Friday June 17th. We need to pass this essay in order to pass the Context Project.	
As a developer, I want	Refactor the KroketApp	Alan	Harvey,	10	6	Yes	A - This has a high	We changed the

the code to be easy read and modify, so I can easily add or modify things.	according to the feedback received.		Alan			<a href="https://github.com/alanvanrossum/kroketapp/pull/37">https://github.com/alanvanrossum/kroketapp/pull/37</a>	priority, since this feedback can improve our grade for the code. Also, our code has to go to SIG at the end of this sprint, so we want to focus on code quality.	code according to the feedback we agreed with. For the KroketHost and EscapeVR these were minor changes which were already applied when finetuning features (since often these changes had to do with these features), so the pull requests for these repositories do not show all changes due to the feedback.
	Refactor the KroketHost according to the feedback received.	Irene	Irene	5	2	Yes		
	Refactor the EscapeVR according to the feedback received.	Jochem	Jochem, Alan, Irene	12	6	Yes		
As the Oculus player, I want the timer displayed to show the correct remaining time, so that I can act upon this information.	Synchronize the timer running on the host with the timer running on the VR client. (This caused problems last week).	Jochem	Jochem	4	5	Yes <a href="https://github.com/alanvanrossum/kroket/pull/52">https://github.com/alanvanrossum/kroket/pull/52</a> <a href="https://github.com/alanvanrossum/krokethost/pull/21">https://github.com/alanvanrossum/krokethost/pull/21</a>	B - We do not want the VR player to get a game over screen when he still has some time left on the timer, because this would seem unfair to the player.	We moved the entire timer to the VRClient side, and let the host just be responsible for adding bonus time

As an Oculus player, I want to receive the bonus time acquired by the mobile players, so the time limit gets extended and I have more time to escape.	Handle the bonus messages sent by the mobile players correctly, and synchronize the timer of the host with the VR after a bonus is received.	Irene	Irene	3	4	Yes <a href="https://github.com/alanvanrossum/kroket/pull/50">https://github.com/alanvanrossum/kroket/pull/50</a> <a href="https://github.com/alanvanrossum/kroket/host/pull/20">https://github.com/alanvanrossum/kroket/host/pull/20</a>	B - We want the Oculus player to receive the extra time correctly, so that the mobile players do not play the waiting minigames for nothing.	
As an Oculus player, I want it to be easy and intuitive to interact with all objects, so I do not find it ambiguous or think I cannot interact with an object when I can.	Put a new desk in the scene, which does not have an angle in it.	Irene	Irene	2	2	Yes <a href="https://github.com/alanvanrossum/kroket/pull/46">https://github.com/alanvanrossum/kroket/pull/46</a>	C - The current desk has an angle in it, which makes it impossible to get very close to the desk and also makes it harder to interact with because of the bounding box around the desk. We do not want the player to have a hard time interaction with this desk.	The new desk is much easier to interact with.
As a developer, I want to know how actual players that have never seen the game experience and interact with the game,	Do some more player tests with people outside our group/context.	Alan	Alan, Harvey, Irene, Jochem, Mayke (We will	20	20	Yes, see chapter 5 of the final report.	B - We already did some playertests two sprints ago. However, we also want to do player tests now that the	

so that I can adjust the clearness, enjoying factor, and difficulty level of the game accordingly.			all be present during the player tests)				game is playable from beginning to end with a storyline. This will provide more accurate feedback on our product.	
As a user, I want to play a game without encountering any bugs, so I can enjoy the game to the fullest	Add/update tests for EscapeVR, update test documents for untestable things	Mayke	Mayke	8	20	Yes <a href="https://github.com/alanvanrossum/kroket/pull/57">https://github.com/alanvanrossum/kroket/pull/57</a>	C - We have written most testing that was possible up to now (including test document). We still need to test some components (or find a way to test these).	There could be more tests for the VR, see the problems section.
	Add/update tests for the android app.	Harvey	Harvey	5	7	Yes <a href="https://github.com/alanvanrossum/kroket/app/pull/40">https://github.com/alanvanrossum/kroket/app/pull/40</a>		
As an Oculus player, I want the movement with the controller to be intuitive, so I can move around in the room easily.	Add strafing sideways and lock the Y axis for the movement of the player.	Jochem	Jochem, Irene	4	4	Yes <a href="https://github.com/alanvanrossum/kroket/pull/48">https://github.com/alanvanrossum/kroket/pull/48</a>	B - This is feedback we received when doing the demo last week. It has a high priority since we want the movement for the Oculus player to be pleasant and intuitive.	
As a developer, I want every class and every	Add javadoc to every class and method in the project.	Irene	Irene	2	2	Yes <a href="https://github.com/alanvanrossum/kroket/pull/48">https://github.com/alanvanrossum/kroket/pull/48</a>	C - For the release of the game it is	

method to have javadoc comments, so that it is clear to everyone what every method should do.						<a href="https://github.com/alanvanrossum/kroket/pull/55">com/alanvanrossum/kroket/pull/55</a> <a href="https://github.com/alanvanrossum/kroket/host/pull/22">https://github.com/alanvanrossum/kroket/host/pull/22</a>	neat to have every class and method fully javadoc'ed.	
As a developer I want a new game session to start automatically, so that I do not have to restart the host after every game.	Make sure the host creates new sessions automatically.	Alan	Alan, Irene	3	3	Yes <a href="https://github.com/alanvanrossum/kroket/host/pull/23">https://github.com/alanvanrossum/kroket/host/pull/23</a>	B - It is not very neat that the host should be restarted for a new game.	Whenever a game is won or lost, a new game session starts, which can then be connected to. When the new session has enough players, the new game starts. The old game always keeps running until shut down by the players.

## Main problems encountered

### Problem 1

#### Description:

Testing the escape VR is difficult and time consuming. The way our code is written in combined with jMonkey engine makes for test with lots of mocking and mockito spies.

#### Reaction:

We tried to make as much tests as possible in the time left.

### Problem 2

#### Description:

Android Studio broke down on Alan's computer. It can no longer be opened or used.

#### Reaction:

Alan managed to solve this by getting the App to work in IntelliJ rather than Androis Studio.

### Problem 3

#### Description:

Travis CI responded weird to the new tests. The new tests were added just fine. However when a commit with just JavaDoc comments to the new tests were added a test on the travis build failed not one of the new tests a test that was there for weeks.

#### Reaction:

Splitting the test class with the failing test in two. One class using robotium(the old one) and a new class using just espresso(with the test that failed). This ended up solving the issue in question. Using robotium nor espresso shouldn't matter however it did fix the test for the travis build.