Capstone Milestone 1 Report

Project: Virtual Pet Application

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Overall Status Summary

The project's Phase 4: Milestone 1 spanned two weeks, beginning on February 18th, and ending on March 3rd, 2022. This phase marked the transition from project planning (pre-development) to development for the team. Work included finalizing all technical documentation (completed), training and research spikes for future development (mostly completed, some ongoing), development for basic virtual pet functionality (mostly completed, one ongoing), and basic web structure (completed). The project is slightly delayed as 8 tasks/stories are carried over into Phase 5 (Milestone 2). See Milestone Updates (page 6) for a further breakdown of project and task status.

Review & Retrospective Summary

On March 2nd, our team held its first project retrospective. This focused primarily on Phase 4 (Milestone 1) and included insights on the project from beginning to date. All team members anonymously contributed their insights in four categories: Went Well (Keep Doing), Could Be Better (Stop Doing), Lessons Learned (Start Doing), and Questions. The team then discussed each item, brainstorming solutions where needed, giving appreciation where due, and answering the questions posed by the group. The details are collected below in the team members' own words.

Things That Went Well (Keep Doing)

From a Team Perspective

1. Sharing knowledge, training, and examples of how to do stuff (like the Unity demo!) a demo for bitbucket cloning/commit/push/pull will be made going forward!
2. Discord convos! Everyone answering my questions when they have time, rather than having to wait all week for answers, has been HUGE in helping me get my work done. Feedback on any solo work was helpful with moving forward with the task and doing it right.
3. Communicating any concerns about workload or asking for further clarifications
4. These retrospectives! This is all great feedback.
5. I like it when we collectively celebrate when stuff goes well and when we, as a team, do something awesome.

From a Production Perspective

6. Unity related work has gone smoothly so far.
7. Bitbucket/Jira has been especially useful.

8. Continuing with plenty of documentation, code commenting, as well as planning related documents for game structure and how the backend works (helpful for integrating with other teams' sections). Going forward we will add a couple Unity things, and a technical map of back-end for milestone 2.
9. Kanban's flexibility has been nice with our crazy schedules.

Issues/Challenges Overcome

10. People contributing outside of class time, if needed, to get assignments submitted on time.
11. We were able to make decisions as a team and be honest about our limitations (e.g., deciding on one mini game).

Things That Could Have Gone Better (Stop Doing)

From a Team Perspective

1. When responsibilities for individual tasks are clear (might just be a matter of referring to the task/goal doc submitted in deliverable 1). We should claim all tasks on the Jira board from the beginning instead of just as we work on them, and have a quick meeting to go over the board/roadmap at the beginning of the phase, to assign tasks and make sure we all have stuff to work on.
2. Remember to post updates early in the week, rather than midweek, when there is less time to see the work gaps and close them.
3. Not antagonizing other team members, which might make them less likely to feel safe contributing in the future.

From a Production Perspective

4. Planning project requirements missed a few things.
5. Put more time into Capstone tasks and start earlier. Better time management with other class assignments to leave time for capstone tasks (for job-work stuff too). We will add weekly check-ins to talk very briefly about what we've been working on, to create a greater sense of accountability.

Ongoing Issues/Challenges

6. More timely communication (or communication at all) around responsibilities and availability (e.g., when we can't make our contribution for an agreed-upon goal).

Lessons Learned (Start Doing)

From a Team Perspective

1. Ask for feedback or help earlier on during the week, in case the first round of feedback adjustments is not enough.
2. More check-ins for different tasks, find out what stage everyone is at and give assistance or a push if needed.

From a Production Perspective

3. Remember to check & update the Jira board more often, especially to make sure there are no “abandoned” tasks.
4. Tasks should be broken down with greater granularity.

Other

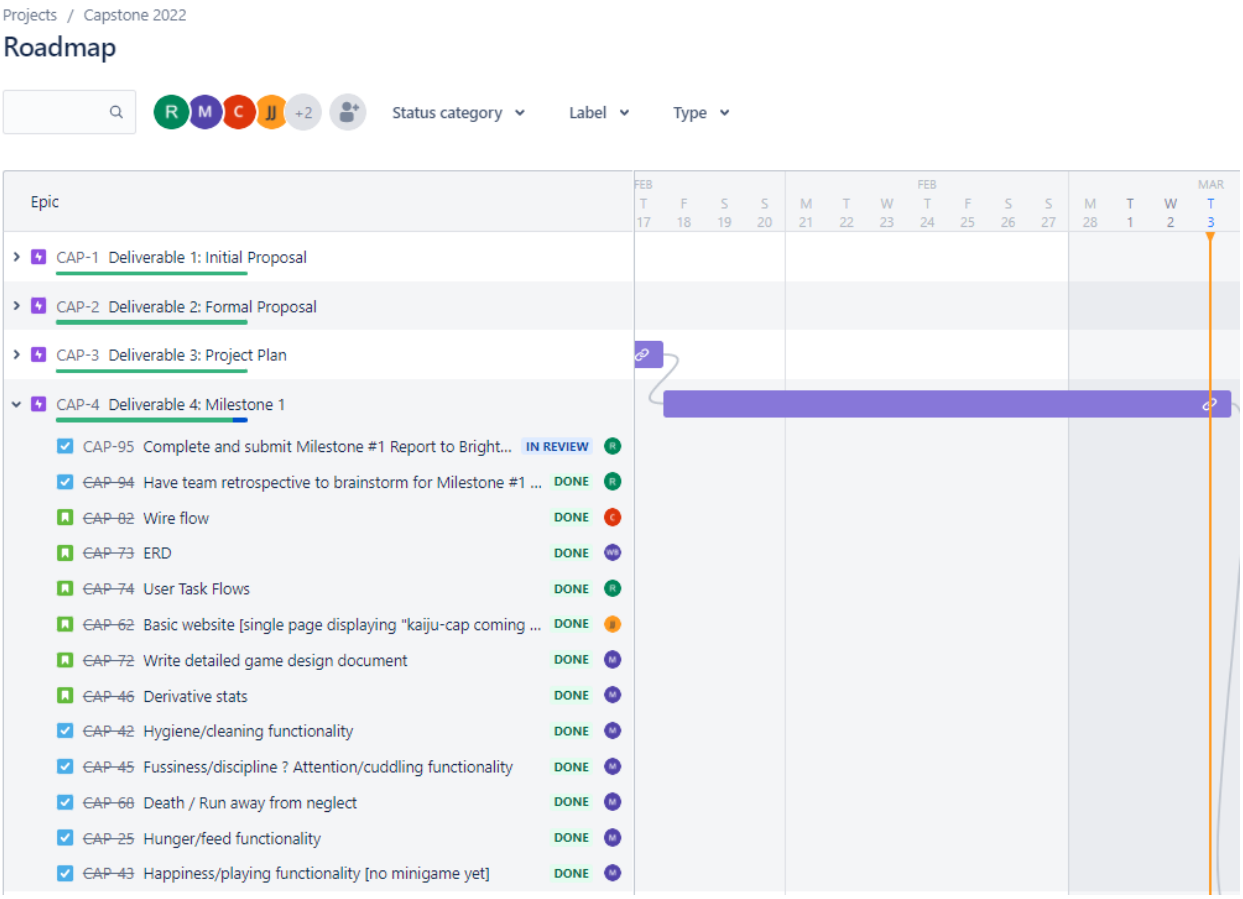
5. We discovered how interconnected all our different work was, even when it seemed remote.

Action Items

- Rose to make a visual Bitbucket get-started walkthrough video/screenshots (by Mon., March 7)
- Mark to make a visual Bitbucket walkthrough for code pull-requests and pushing to Main (completed)
- Mark to add additional Unity documentation
- Josh to lead creation of technical map for back-end integration
- All team members: Wednesday @ 10:30-12:30: check-in, board updates, work session (synchronous)
- All team members: Thursdays @ 10:30-12:30: work session (synchronous)
- All team members: Fridays: additional check-in in #weekly-updates (asynchronous)
- All dev team members: first integration meeting to map out questions and research spikes needed: Wednesday, March 9
- All dev team members: second integration meeting: Wednesday, March 16

Milestone Updates

Completed



Carried

Tasks moved from Phase 4 (Milestone 1) to Phase 5 (Milestone 2):

1. CAP-24: Basic Pet Functionality (story, in progress)
2. CAP-44: Sickness/Heal function (task, to do)
3. CAP-50: Egg Life Stage (story, to do)
4. CAP-51: Child Life Stage (story, to do)
5. CAP-61: Basic MySQL database (task, in progress)
6. CAP-63: Miscellaneous art assets (story, in progress)
7. CAP-66: Miscellaneous sound assets (story, in progress)
8. CAP-96: Research and prep for minigame (task, in progress)