Capstone Milestone 2 Report

Project: Virtual Pet Application

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Overall Status Summary

The Virtual Pet Application Project's Phase 5: Development Milestone 2 spanned 20 days, beginning on March 4th, and ending on March 24th, 2022. This phase was centered on application development. The application's delivery is considerably delayed as many development tasks are carried over into Phase 6. See Milestone Updates (pages 6-7) for a detailed breakdown of project status.

Review & Retrospective Summary

On March 23rd, the project team held its second project retrospective, focused on Phase 5 (Milestone 2). 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. Details of each retrospective objective are collected below in team members' own words.

Things That Went Well (Keep Doing)

From a Team Perspective
1. Discord communication continued to be extremely helpful.
2. The personal weekly updates we added since Milestone 1 have been great, despite not increasing productivity.
3. Until the break week slump hit, the extra meetings were going well and keeping us a little more motivated.
4. Giving/reading more frequent updates helped me feel more connected to the group and project in general. The pressure helped but didn't last.

From a Production Perspective
1. The little Bitbucket walkthroughs we decided to add were very helpful (both to view and making mine helped me understand it better).

Issues/Challenges Overcome
1. Challenge: Bitbucket source control and Unity were new technologies for all development team members, so there was an expected learning curve.

Solution: Team members created step-by-step guides with visual aids specific to our project's development process.

Things That Could Have Gone Better (Stop Doing)

From a Team Perspective
1. Complaints involving issues should not be taken up in a way that is considered accusatory.
2. Reasons behind not wanting to explain oneself should be respected and not side stepped for the sake of solving the problem. One should also not feel like that comfort zone needs to be bypassed to solve the issue. In other words, "none of your business" should be respected in this case, so long as it's not getting in the way of the work being performed by the person in question.
3. When a task you're working on is needed for someone else's tasks, we need to prioritize and communicate better.
4. Missing meetings without rescheduling, especially when the meeting objectives rely on our being there
5. Personal feedback should be kept to DMs. Reason: I think this keeps the feedback more empathetic if the giver must communicate one-on-one. This also keeps the interaction from unnecessarily feeling like a pile-on to the receiver if others are witnessing. It's also less awkward for the rest of the group. Even if others in the group agree with the feedback, I think it should still be discussed in advance and then handled privately, one-on-one.
6. Personal weekly updates weren't always being updated.

From a Production Perspective
1. Time management: my biggest issue this milestone was time management – there was a lot of other work due, and I didn't prioritize Capstone the way I should have.
2. Prioritization: I prioritize my job deadlines first, assignment deadlines second, non-assignment Capstone work last. I don't think I would/should change that order of prioritization, though. My Capstone responsibilities suffered as a result.
3. We could have done a better job of figuring out which tasks were dependent on which. This might have also helped with the individual task deadlines.
4. The unity programmer reference felt bare, I didn't really know what to add.

Ongoing Issues/Challenges
1. Challenge: Figuring out which tasks were dependent on which. Jira child tickets don't show on the board, which makes dependencies hard to see.
   Solution to implement: Instead of creating child tickets from within a parent ticket, create same-level task tickets and represent dependencies use Jira's link feature (e.g., child 'Ticket A' blocks parent 'Ticket B').

Lessons Learned (Start Doing)

From a Team Perspective
1. If we can't communicate at the designated time or for a period, let people know beforehand (e.g., "I won't be available for three days, but will answer questions after then").
2. Maybe (self-)assign more tasks at the start of project and not leave big, important tasks as a last thing to do, as in most classes the assignments get harder and longer. It would have been better to get this out of the way when we had more time.
3. Rescheduling as soon as possible when we know we can't make a meeting and our presence is needed for the meeting objective.

From a Production Perspective
1. "Study break" should be used for more studying.
2. Time management needed to be better. We specifically avoided adding deadlines to individual tasks and I think it bit us in the butt. Despite a milestone seeming very long (2+ weeks) it goes very quickly.
3. Having a week off really screws with development.
4. Stop pushing capstone to the last minute, figure out a way to give equal time to work on it outside of class time.

Questions Discussed
1. Do we feel in any way ready for a presentation in two weeks?
2. Following the above question, how can we best help ourselves feel ready to present?
3. Did anyone keep a Capstone log throughout this, to help with the final Reflections deliverable?
4. Can we finish Milestone 2 before the presentation? How much do we think we can finish before the presentation?

Action Items
- All team members: first presentation meeting on Wednesday, March 30th, 10:30 AM
- Josh to lead, all team members: web demo meeting on Thursday, March 24th, 3:30 PM
- Josh: setup display script for displaying pet info on page
- Rose: develop application minigame as far as possible before March 30th
- Rose: presentation prep, create Figma walkthrough of planned app before presentation/slides completion date (discuss design with Cassandra)

- Cassandra: Get basic UI design installed in Unity (not necessarily fully functional), work on Figma walkthrough with Rose. Complete by March 30th meeting
- Mark: Finish Egg Life Stage, Child Life Stage, Hunger/Feed before March 30th. Attempt to finish remaining tasks before April 6th
- Wiktoria: integrate database with unity (pet stats and minigame scores) before March 30th

Milestone Updates

Roadmap (Gantt)
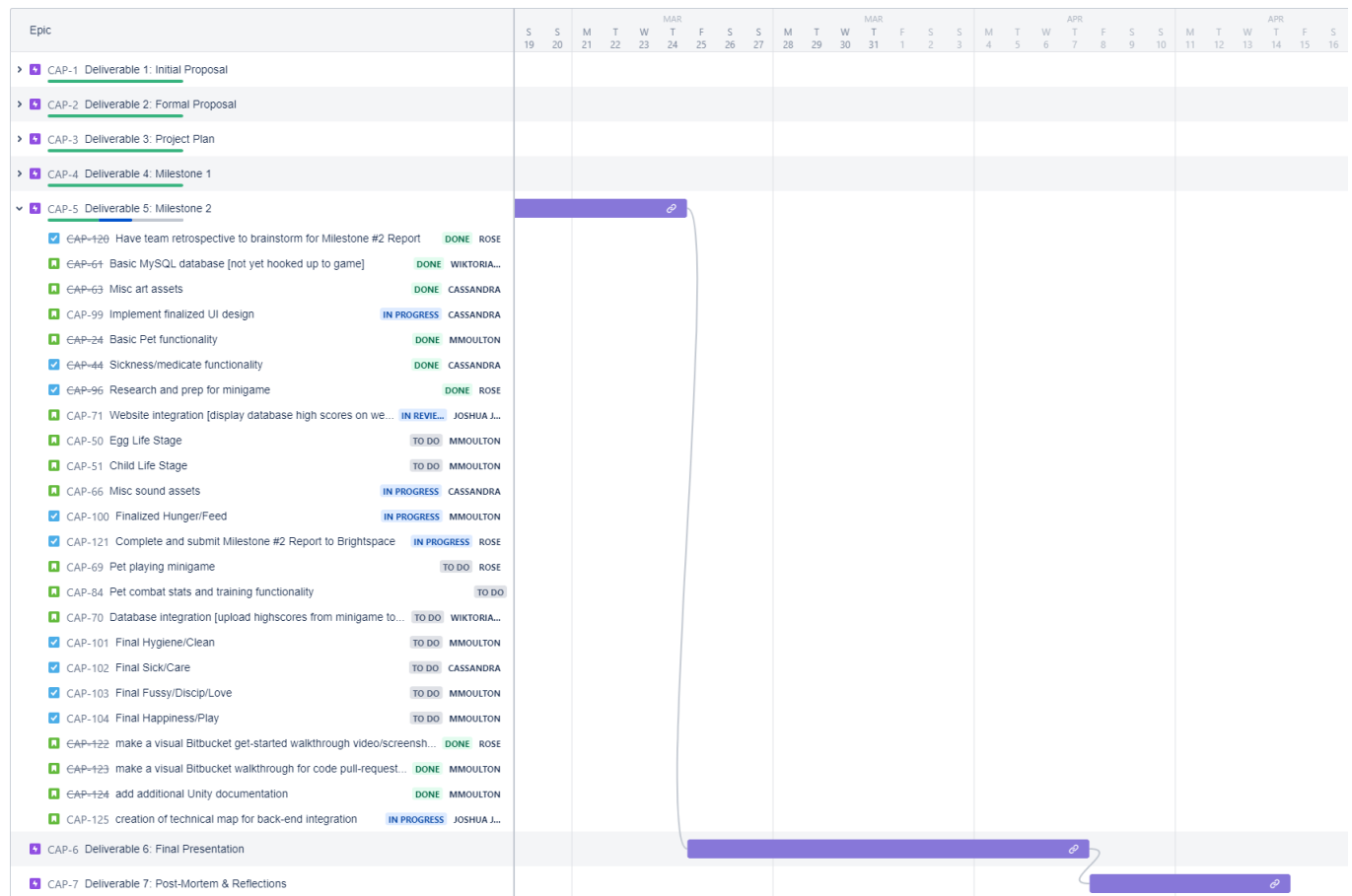
Project Board

Projects / Capstone 2022

Board

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TO DO 9 OF 9 ISSUES	IN PROGRESS 4 OF 4 ISSUES	IN REVIEW 1 OF 1 ISSUE	DONE 6 OF 6 ISSUES ✓
Egg Life Stage DELIVERABLE 5: MILESTONE 2 CAP-50 M	**Implement finalized UI design** DELIVERABLE 5: MILESTONE 2 CAP-99 C	**Website integration [display database high scores on website]** DELIVERABLE 5: MILESTONE 2 CAP-71 JJ	**Have team retrospective to brainstorm for Milestone #2 Report** DELIVERABLE 5: MILESTONE 2 CAP-120 ✓ R
Child Life Stage DELIVERABLE 5: MILESTONE 2 CAP-51 M	**Misc sound assets** DELIVERABLE 5: MILESTONE 2 CAP-66 C		**Basic MySQL database [not yet hooked up to game]** DELIVERABLE 5: MILESTONE 2 CAP-61 ✓ WB
Pet playing minigame DELIVERABLE 5: MILESTONE 2 CAP-69 R	**Finalized Hunger/Feed** DELIVERABLE 5: MILESTONE 2 CAP-100 M		**Misc art assets** DELIVERABLE 5: MILESTONE 2 CAP-63 ✓ C
Pet combat stats and training functionality DELIVERABLE 5: MILESTONE 2 CAP-84	**Complete and submit Milestone #2 Report to Brightspace** DELIVERABLE 5: MILESTONE 2 CAP-121 R		**Basic Pet functionality** DELIVERABLE 5: MILESTONE 2 dev CAP-24 ✓ M
Database integration [upload highscores from minigame to database] DELIVERABLE 5: MILESTONE 2 CAP-70 WB			**Sickness/medicate functionality** DELIVERABLE 5: MILESTONE 2 CAP-44 ✓ C
Final Hygiene/Clean DELIVERABLE 5: MILESTONE 2 CAP-101 M			**Research and prep for minigame** DELIVERABLE 5: MILESTONE 2 CAP-96 ✓ R
Final Sick/Care DELIVERABLE 5: MILESTONE 2 CAP-102 C			See all Done issues
Final Fussy/Discip/Love DELIVERABLE 5: MILESTONE 2 CAP-103 M			
Final Happiness/Play DELIVERABLE 5: MILESTONE 2 CAP-104 M			