Assignment G-2: Sprint 2 reflection

Project team 18

Our team is doing well overall, one thing that we have begun using is a channel on discord called "daily-scrums". In this channel everyone writes a short text about what they have done during the day. This has helped the workflow, because it increased the communication between the team members. We have found some aspects that we can improve upon in our communication, we had some issues with some members being stuck and waiting for some implementation from another member of the team. During the sprint there was also some delay between when a pull request was open and when it received reviews. To address this we will notify other team members when a pull request opens.

We still use the same methods of ensuring great code quality that we used last week, but this week we have also dabbled in some pair programming. Where multiple people have worked together simultaneously on some of the harder tasks to make sure the code written is good.

Everyone in our project uses the same code style. Specifically, we are using common C# and Unity conventions to make sure that the code is readable and easy to maintain. We also utilise programming principles to maintain good code quality. One concrete example is that we title our test methods using the following format: "WhatIsTested_GivenInput_ExpectedResult()".

This sprint we added a menu system (user story 18) as well as new types of trash (user stories 5a,5b,5d). We also worked on a player character (user story 9) and a world it can walk around in (user story 11) but they weren't entirely completed by the end of the sprint.

Our plan for the next Sprint is to complete the user stories remaining from the last sprint and add an inventory system for trash, a store where you can spend the money you earn from recycling and we will also make a few small additions. Such as a credits page, where we reference all assets we have not made, a pause menu, some new trash types and animations when recycling.

Image of Kanban Board before sprint 2:

Backlog 12 — This item hasn't been started
- -Agile-software-project-management #9 — User story 6: Inventory — 13
- -Agile-software-project-management #12 — User story 7: Store — 8
- -Agile-software-project-management #14 — User story 8: Create a new level — 13
- -Agile-software-project-management #15 — User Story 10: Accessory slots — 5
- -Agile-software-project-management #18 — User story 12: New mini game — 2
- -Agile-software-project-management #13 — User Story 13: Different types of water
- + Add item

Todo 7 — This is ready to be picked up
- -Agile-software-project-management #81 — User story 17: Fix MVP bugs — 5
- -Agile-software-project-management #17 — User story 11: Create first world — 13
- -Agile-software-project-management #16 — User story 9: Walkable player — 5
- -Agile-software-project-management #82 — User story 18: Add start screen — 3
- -Agile-software-project-management #77 — User story 5b: PET Bottle Trash — 2
- -Agile-software-project-management #7 — User story 5a: Cigarette butts
- + Add item

In progress 0 — This is actively being worked on
- + Add item

In review 0 — This item is in review
- + Add item

Done 4 — This has been completed
- -Agile-software-project-management #6 — User story 4: First sprint MVP — P1 5
- -Agile-software-project-management #3 — User story 3: Recycling — 3
- -Agile-software-project-management #4 — User story 2: Trash implementation — 3
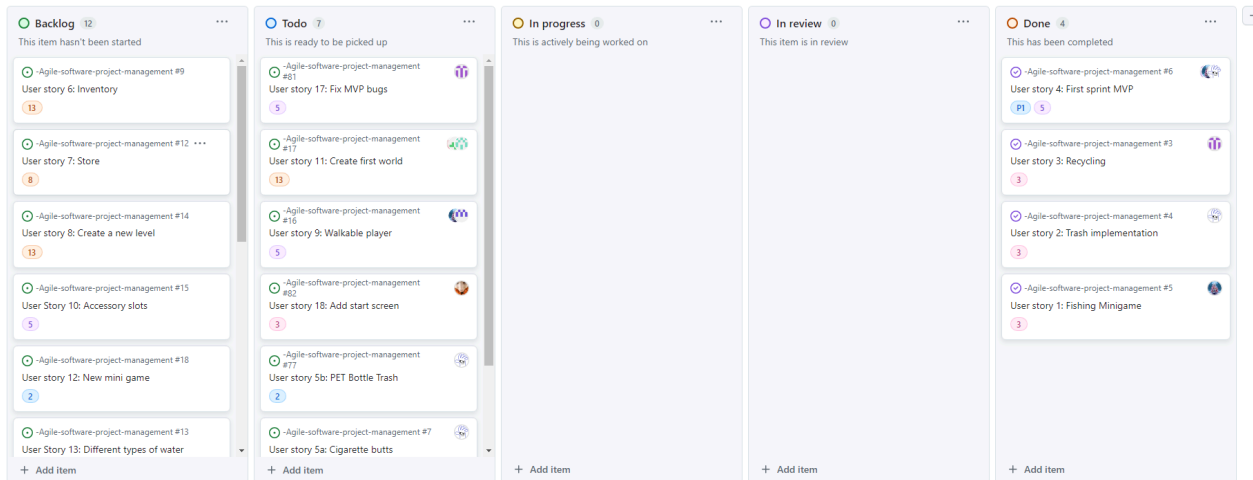- -Agile-software-project-management #5 — User story 1: Fishing Minigame — 3
- + Add item

Image of Kanban Board at end of sprint 2:

🔒 **Agile Kanban**

Backlog ▾ | ⧉ Priority board | ⊞ Team items | ▤ Roadmap | ⊞ In review | ⊞ My items | + New view

≡ Filter by keyword or by field

Backlog 12 — This item hasn't been started
- -Agile-software-project-management #9 — User story 6: Inventory — 13
- -Agile-software-project-management #12 — User story 7: Store — 8
- -Agile-software-project-management #14 — User story 8: Create a new level — 13
- -Agile-software-project-management #15 — User Story 10: Accessory slots — 5
- -Agile-software-project-management #18 — User story 12: New mini game — 2
- -Agile-software-project-management #13 — User Story 13: Different types of water — 8
- -Agile-software-project-management #21 — User story 14: First accessory
- + Add item

Todo 0 — This is ready to be picked up
- + Add item

In progress 2 — This is actively being worked on
- -Agile-software-project-management #17 — User story 11: Create first world — 13
- -Agile-software-project-management #16 — User story 9: Walkable player — 5
- + Add item

In review 1 — This item is in review
- -Agile-software-project-management #81 — User story 17: Fix MVP bugs — 5
- + Add item

Done 8 — This has been completed
- -Agile-software-project-management #6 — User story 4: First sprint MVP — P1 5
- -Agile-software-project-management #3 — User story 3: Recycling — 3
- -Agile-software-project-management #4 — User story 2: Trash implementation — 3
- -Agile-software-project-management #5 — User story 1: Fishing Minigame — 3
- -Agile-software-project-management #78 — User story 5c: Electric Scooter Trash — 2
- -Agile-software-project-management #7 — User story 5a: Cigarette butts — 2
- -Agile-software-project-management #77 — User story 5b: PET Bottle Trash
- + Add item