

# Sprint 2 Review

Project Code Defenders - Robo Tournament

Team Codebenders

Sprint retrospective

# Agenda

- Our Team
- Progress with documents
  - Requirements Definition
  - Design Description
- Development progress
  -
- Overall progress review
  - Sprint burndown chart
  - Competence matrix
- Sprint 2 verdict
- Sprint 2 retrospective

# Our Team

Frontend

Product Owner



Fanny Delnondedieu



Fabio Patella

Scrum Master



Dominik Brdar

Testers



Hrvoje Rom

Backend



Simone Mezzaro



Riccardo Nava



Andrea Restelli

# Requirements definition

- Version 1 is finished
- Revision of non-functional requirements is needed
  - What exactly required (quantitative analysis)
  - How to validate them
- We plan on revise every user story in more detail when starting to work on them
  - Do analysis before development
  - Some user stories changed after the meeting with the customer

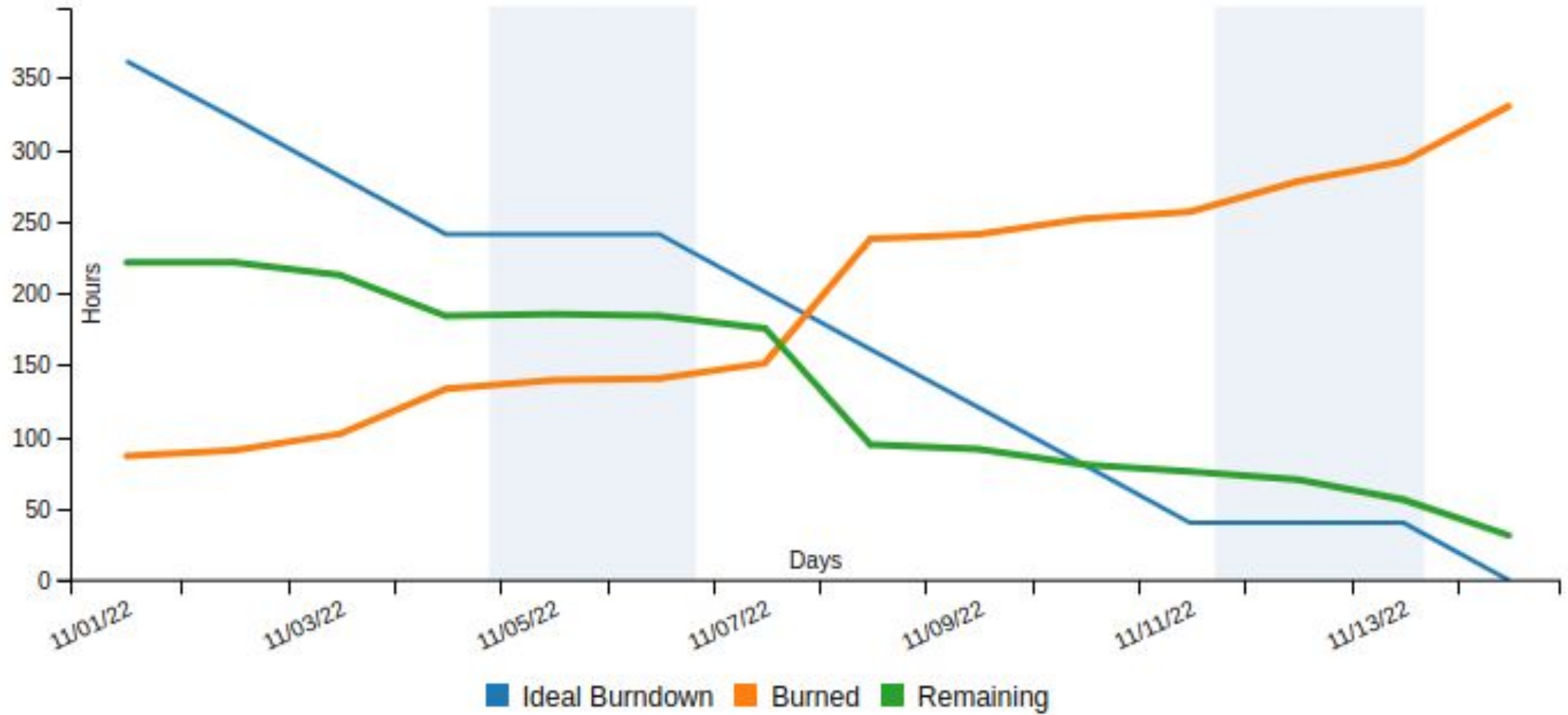
# Design description

- Version 1 is finished
- Revision is needed because customer did not accept all of our design decisions
  - Load balancer
  - Managing multiple instances of databases
  - Streaming component
  - Some APIs changed

# Development progress

- Frontend and backend for the first 3 user stories are developed but they are not merged because different servers are used (cors)
  - Communication between frontend and backend issues
- Frontend and Backend are tested manually and work
- Additionally login to Code Defenders with token is implemented
  - That way users don't need to fill login form every time they redirect to the web game
- Some features in user stories are extracted to separate tasks and left for later development because they are less important than other user stories

# Sprint 2 burndown chart



# Sprint 2 burndown chart

- Documentation tasks transferred from last sprint to this one
- We burned more hours than expected because customer did not agree with all of our design decisions and we had to re-analyse some issues
- Remaining work did not hit 0 because we had problems with merging backend and frontend at the sprint end



# Competence matrix

Name of the team member	Communication skills	Programming	Writing documentation	Agile process
Fanny	8	6	6	8
Dominik	7	6->7	6.5	8
Hrvoje	6	4	8	2->3
Andrea	8	6	6	3
Fabio	6	8	6	2->3
Riccardo	4	8	7	2->3
Simone	4	8	6	2->3

\* skills are ranked 0-10 (0 meaning no skill at all, and 10 meaning excellent)

# Sprint 2 Verdict

First versions of Design Description and Requirements Definition documents are produced

Finished frontend and backend development but they are still to be merged into first viable product

We agree that Sprint 2 was partly successful

# Sprint 2 retrospective

What worked well?

What could be improved?

What will we commit to doing in the next Sprint?

*Scrum Team members  
make actionable  
commitments*

# What worked well?

- We showed that we can produce a lot of documentation
  - Most of it is clearly explained and visualised
- Tasks were clear and collaboration among team members was good
  - Division of the tasks was much clearer
  - Time management of members improved
  - Team is more comfortable with scrum
  - We got better at doing meetings, using meetings for their intended purposes
- A lot of information exchange, helping each other to fix issues
- Communication with customer resolved many doubts
- Communication with supervisors
- Competence build up on new technologies

# What can be improved

- Ask and give feedbacks on things we do
  - Sometimes giving feedbacks becomes difficult if you have never worked on something.
  - Maybe plan a meeting or time to work on specific subject in small groups
  - Having a document for each topic with short description of what has been done and where feedbacks are needed can be useful.
- Be more in contact with the supervisors and customer
  - choose convenient time
- Try to notify in advance if team member will be missing a meeting or working on project for few days
- Testing, code review, automation of tests

# What we committed to in this sprint?

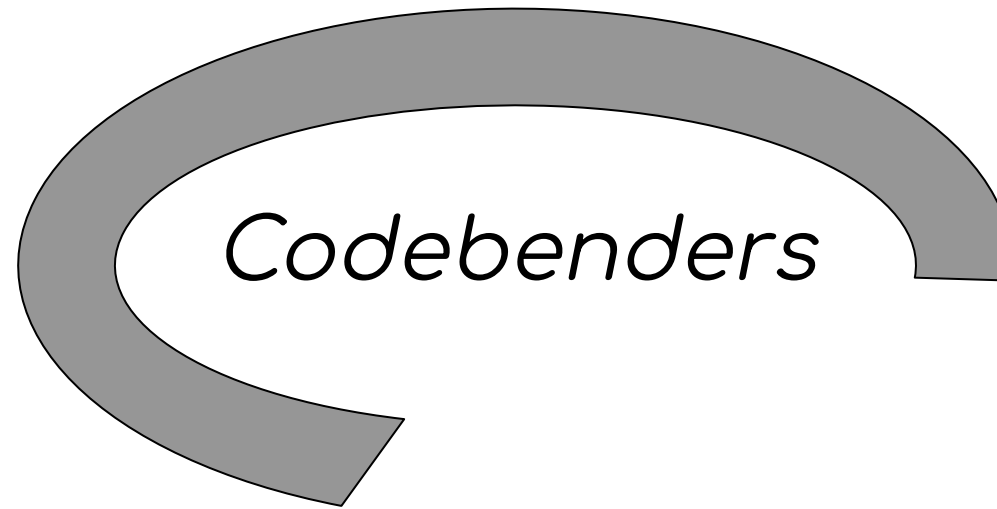
- Divide the tasks in subtasks as small as possible and clearly find a way to identify who will work on what. ✓
  - Do more analysis of each user story before starting to work on it ✓
- Write documentation for each topic with short description of what has been done and where feedbacks are needed.
  - Improved but we would like to do it even better
- Be more in contact with the supervisors. ✓

# What will we commit to in the next sprint?

- Be more in contact with the supervisors and customer
  - choose convenient time
- Try to notify in advance if team member will be missing a meeting or working on project for few days
- Code review
- Testing and work on our test strategy

# Thank you all for attending

## Questions?



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