Sprint 3 Review

Project Code Defenders - Robo Tournament
Team Codebenders
Sprint retrospective

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Agenda

- Our Team
- Requirements and Design Updates
- Development Progress
- Product Backlog
- Communication with the Customer
- Overall Progress Review
  - Sprint burndown chart
  - Competence matrix
- Sprint 3 verdict
- Sprint 3 retrospective

Our Team

Frontend

Product Owner

Fanny Delnondedieu

Fabio Patella

Scrum Master

Dominik Brdar

Testers

Hrvoje Rom

Simone Mezzaro

Riccardo Nava

Andrea Restelli

Backend

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Requirements and Design Updates

- Requirements and design choices have been studied and revised due to customer requests and new constraints introduced during development.
- We updated:
  - Streaming Component
  - Load Balancer
  - Authentication Process
  - Database Design
- This revision resulted in version 2 of requirements and design documents

Development progress

- Authentication and Team Management functionalities have been updated to increase usability and add some optional features
- Frontend and Backend for functionalities related to tournaments and creation of a game have been developed
- Some frontend pages are tentative and will be updated in the next sprint
- Some backend features still needs to be integrated
- Some optional features have been left for later development
- Alpha prototype is ready

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Product Backlog

- User stories are sorted in priority order
- Stories marked as "IN PROGRESS" are tasks where we have already implemented main functionalities, but some minor details are still missing
- More information about subtasks, estimated work effort and work remaining is available on Jira

CDF-32	Login/Register		DONE
CDF-35	Team creation		IN PROGRESS
CDF-54	Team management		IN PROGRESS
CDF-37	Join team		IN PROGRESS
CDF-33	Create Tournament		IN PROGRESS
CDF-41	Display tournaments info		IN PROGRESS
CDF-34	Join Tournament		IN PROGRESS
CDF-36	Starting games with notification		IN PROGRESS
CDF-38	Return to tournament app on game end		TO DO
CDF-39	view game stream		TO DO
CDF-40	notifications of game stream update		TO DO
CDF-69	Efficient flow of updates		TO DO
CDF-43	Bots can play		TO DO
CDF-44	Bots can be trained		TO DO
CDF-71	Redesign load balancer		TO DO
CDF-31	Low latency		TO DO
CDF-42	Matchmaking		TO DO
CDF-70	Variable max size of teams		TO DO
CDF-97	Search, filter, sort lists of tournaments and teams		TO DO

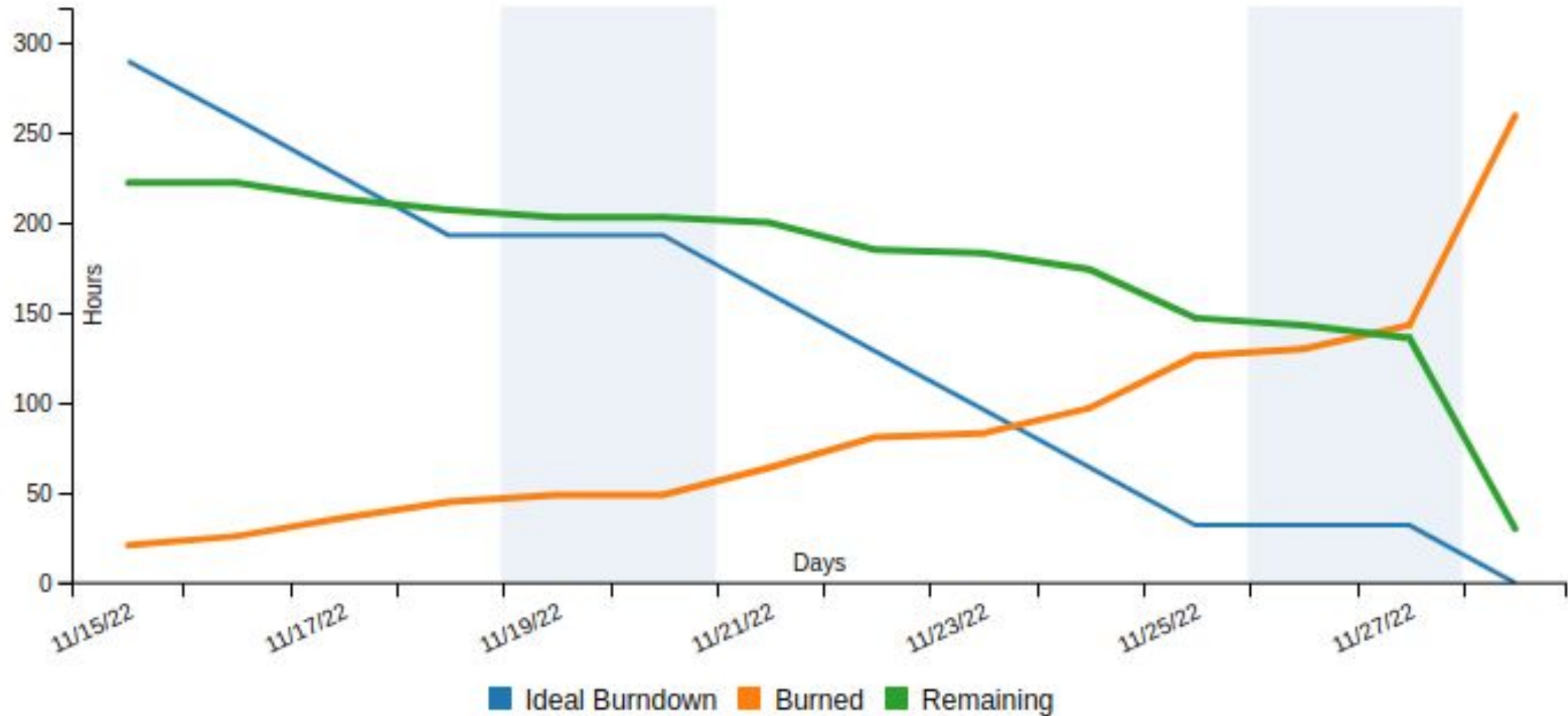# Detailed Functionalities of current MVP

- Authentication: login and registration
- Team:
  - Create team
  - Join team
  - (Invite other players)
  - Kick team member
  - Manage team

- Tournament
  - Create tournament
  - Display tournaments
  - (Join tournament)
  - (Start tournament)

- Game
  - (Start game)
  - (Play game on CodeDefenders)

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Communication with the customer

- We are trying to schedule one meeting with the customer for each sprint.
- We decided to move the meetings with the customer at the end of each sprint (or if not possible at the beginning of the next one), so that we are able to showcase him the MVP produced during that sprint and we can put possible modifications he requires into the following sprint planning.
- We are presenting him our current MVP tomorrow at 9am, so that he can validate or not the first implementation choices.
- Sprint planning for sprint 4 will exceptionally be on Wednesday (not on Tuesday) so that, if needed, we can include new requests from the customer before starting the sprint.

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Sprint 3 Burndown Chart

Competence Matrix

Name of the team member	Communication skills	Programming	Writing documentation	Agile process
Fanny	8	6->7	6	8
Dominik	7	7	6.5	8
Hrvoje	6	4	8	3->4
Andrea	8	6	6	3->4
Fabio	6	8	6	3
Riccardo	4	8	7	3->4
Simone	4->4.5	8->8.5	6	3->4

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

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Sprint 3 Verdict

Completed CodeDefenders testing and integration pipeline setup

Revised and updated requirements and design documents

Completed frontend and backend development for some tournament application functionalities. Some of them need to be integrated and refined

We agree that Sprint 3 was mostly successful

Sprint 3 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 improved our efficiency during meetings and while developing.
- Communication and team collaboration was improved. We also had meetings in small groups when needed
- Continuous integration (once fully completed) will be of much help when integrating features
- Working continuously during the sprint duration
- We quickly found alternative design solutions for the new technical requirements given by the customer
- We successfully divided our tasks, everyone had something to do
- We managed to adapt to the availability of each person during this exam period
- Getting this close to integrating everything we wanted, despite partial unavailability of some members, means that the initial sprint planning was correct

What can be improved

- To get everything integrated in time we should merge each function as soon as possible
- We should try to obtain a stable version of each feature by saturday/sunday so that we have more time for integration
- Complete testing strategy and continuous integration is late compared to development
- Add subtasks for integration and fixes because sometimes we didn't know where to log the hours spent on these assignments
- We should start writing unit tests even if the pipeline is not completed
- We can further reduce meeting time by drafting an agenda before each meeting and designating a time keeper

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What we committed to in this 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 ✅
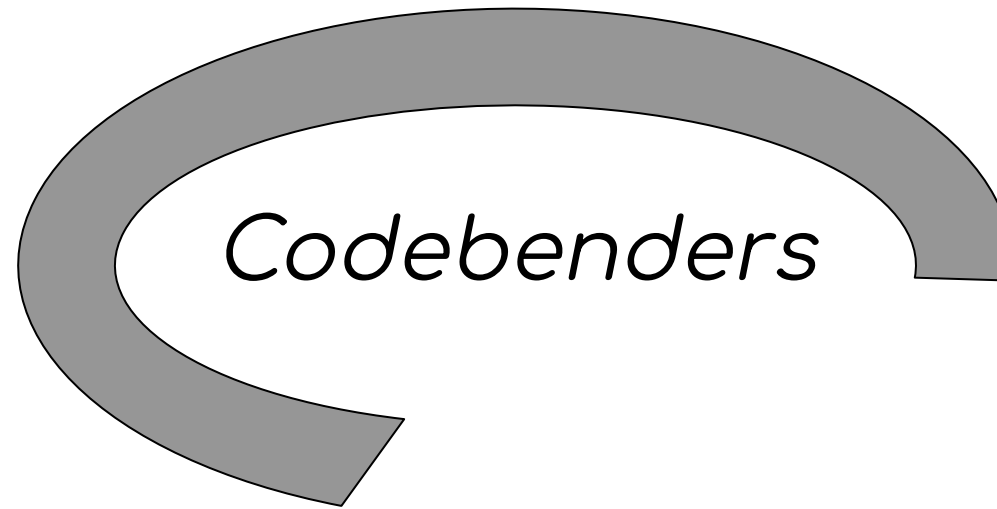- Code review ❌
- Testing and work on our test strategy ❌

What will we commit to in the next sprint?

- Improve code reviewing and testing
- Get everything integrated on time. Merge pull requests as soon as they are ready during the sprint
  - We will discuss how to improve integration and Github strategy in the next meeting
- Further reduce meeting time by drafting an agenda

Thank you all for attending

Questions?

Codebenders

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