Sprint 6 Review

Project Code Defenders - Robo Tournament
Team Codebenders
Sprint retrospective

Agenda

- Our Team
- Sprint progress
- Communication with the customer and acceptance testing
- Product Backlog
- Future improvements for our project
- Overall Progress Review
  - Sprint burndown chart
  - Comparison with previous sprints
  - Competence matrix
- Sprint 6 verdict
- Sprint 6 retrospective

Sprint progress

- Development
  - We completed bots API, fixed the last remaining bugs and added few user interface improvements

- Automated testing
  - We added additional unit and integration tests to cover some remaining functionalities

- Documentation
  - We reviewed the entire project documentation. In particular we revised requirements definition and design description to obtain a final version of these documents. We also wrote the acceptance test report

Communication with the customer and acceptance testing

- We had a final meeting with the customer on Saturday 07/01

- During the meeting we went through our list of acceptance tests and performed them together

  - 100% of the tests were successful

  - The customer expressed his satisfaction for the product we implemented and commented on some possible future improvements

- Details about acceptance testing can be found in our acceptance test report

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Product backlog

After sprint 6

CDF-32	Login/Register	⚎	DONE ✓
CDF-35	Team creation	⚎	DONE ✓
CDF-54	Team management	⚎	DONE ✓
CDF-37	Join team		DONE ✓
CDF-33	Create Tournament		DONE ✓
CDF-41	Display tournaments info	⚎	DONE ✓
CDF-34	Join Tournament		DONE ✓
~~CDF-36~~	Starting games with notification		DONE ✓
~~CDF-38~~	Return to tournament app on game end		DONE ✓
~~CDF-39~~	view game stream		DONE ✓
~~CDF-40~~	notifications of game stream update		DONE ✓
CDF-69	Efficient flow of updates		DONE ✓
CDF-43	Bots can play		DONE ✓
CDF-44	Bots can be trained		DONE ✓
CDF-42	Matchmaking		TO DO ✓
CDF-97	Search, filter, sort lists of tournaments and teams		DONE ✓
CDF-104	Join team with request to team leader		TO DO ✓
CDF-106	Develop list of invitations set by a team frontend		TO DO ✓
CDF-107	Implement tournament trees for knockout trees in f…		TO DO ✓
CDF-118	Fault tolerance for CD servers		TO DO ✓

not mandatory

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Functionalities of final product

- Authentication: login and registration
- Team:
  - Create team
  - Join team
  - Invite other players
  - Kick team member
  - Manage team
- Game streaming
- Bots API

- Tournament
  - Create tournament
  - Display tournaments
  - Join tournament
  - Start tournament
  - Progress through the tournament
  - Tournament ending
- Game
  - Start game
  - Play game on CodeDefenders

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Sprint 6 Burndown Chart

MORE CHARTS!!!
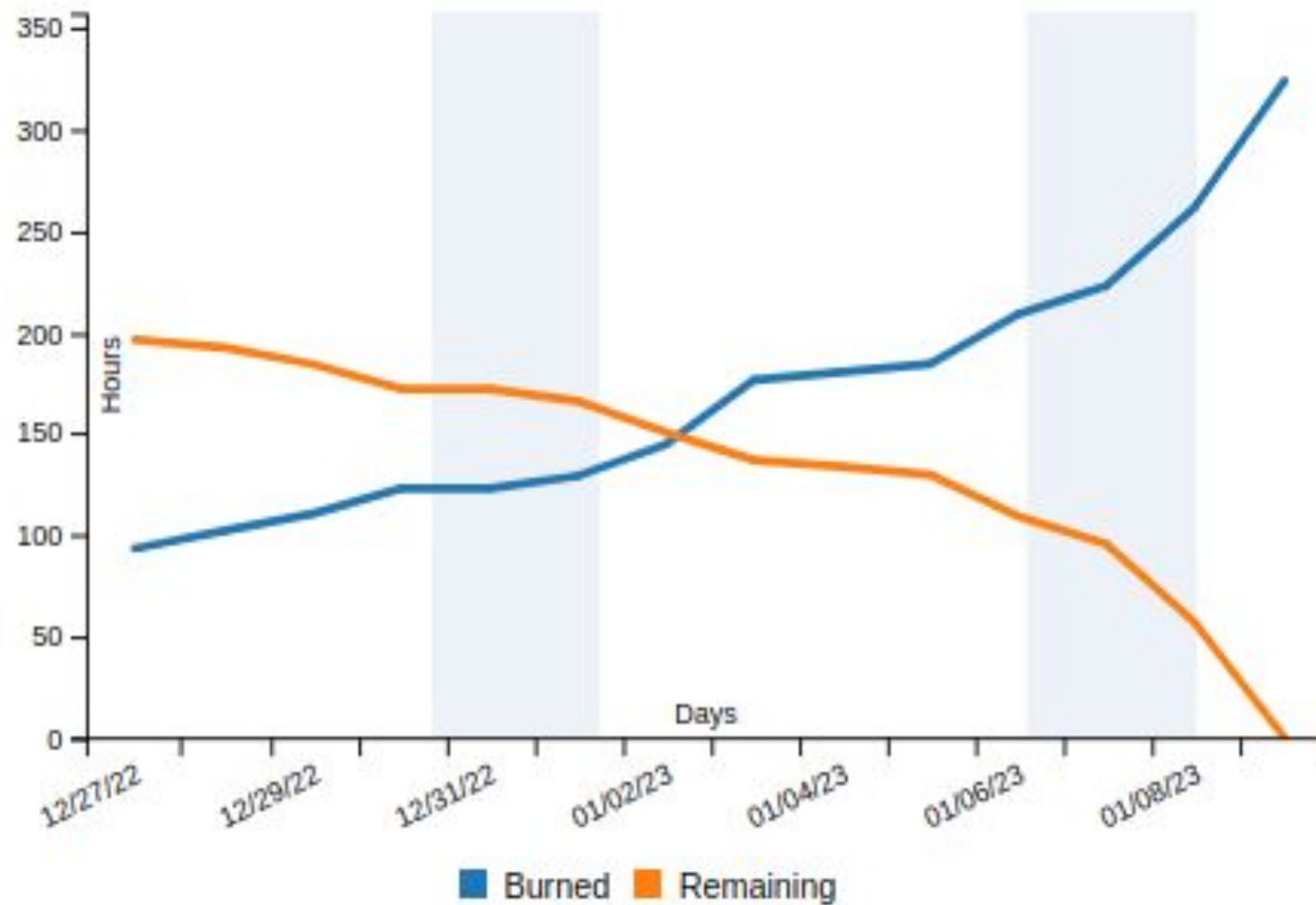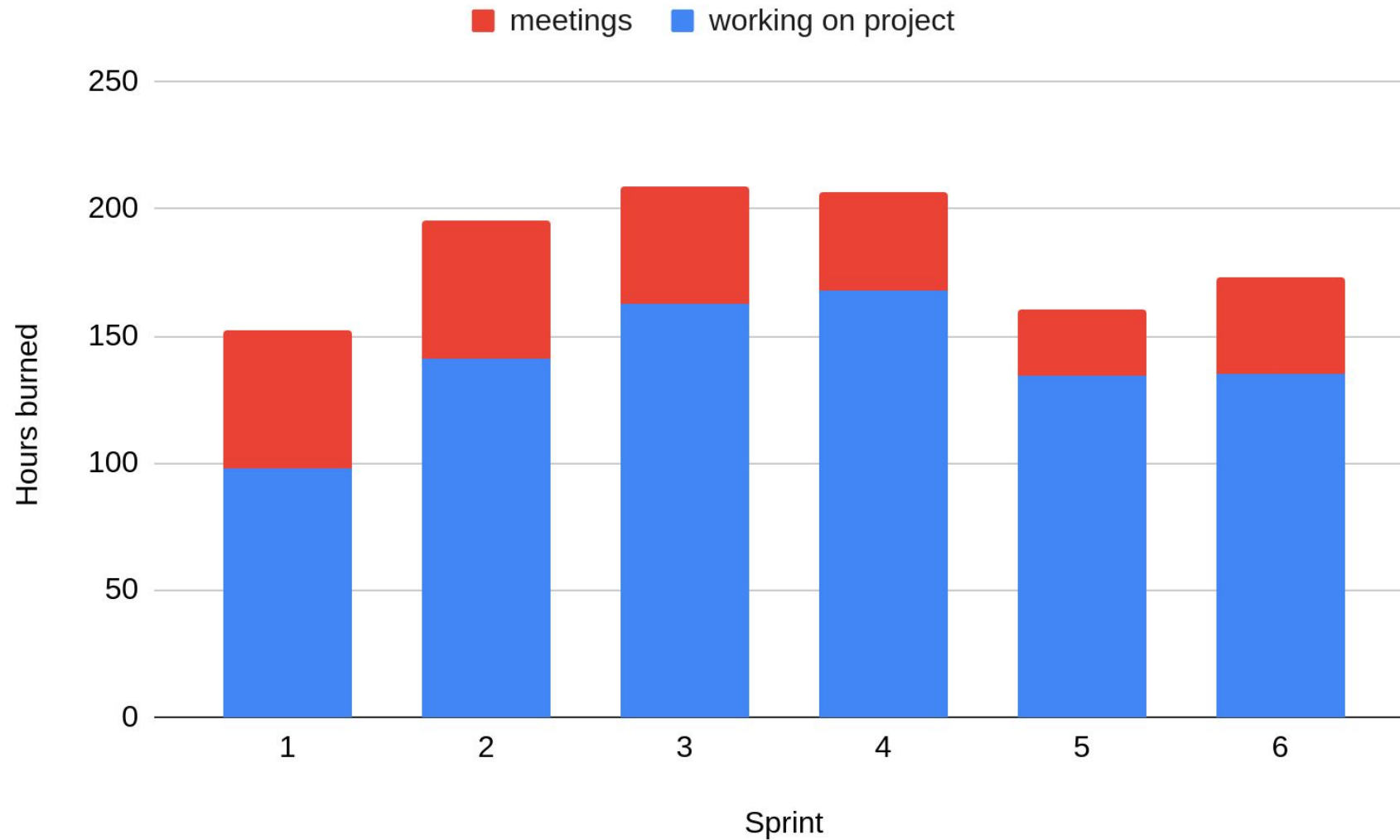
Comparison of time invested (in hours) between team members
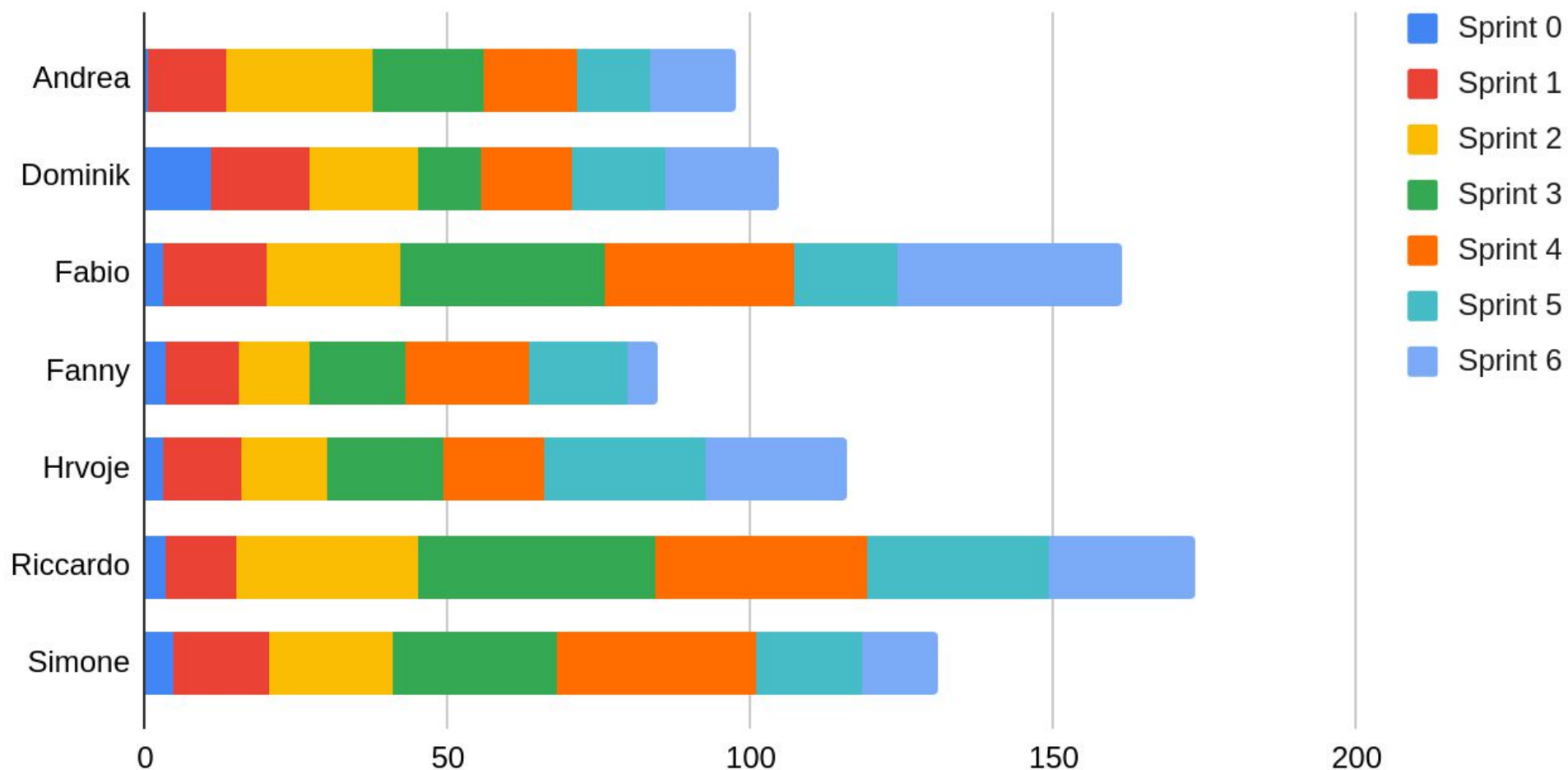
Future improvements for our project

- Increase the possibility to customize game settings
  - Let the tournament creator select additional games settings (as in CodeDefenders) and allow the possibility of creating melee games that are currently not supported by the Tournament Application
- Improve interface and usability
  - Interface can be improved by adding a list of sent invitations in the teams management section and a tournament tree for knockout tournaments
- Matchmaking
  - Add the possibility to pair opposing teams based on their strength to increase fairness
- Fault tolerance to CodeDefenders failures
  - Implement a fault tolerance mechanism allowing the application to reschedule games of failed CodeDefenders instances on other active servers
- Improve support for Bots
  - Add some kind of filtering to allow the bot to request only the type of data it needs. Implement some default AI bots able to play CodeDefenders

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Competence Matrix

Name of the team member	Communication skills	Programming	Writing documentation	Agile process
Fanny	8	7	6	8
Dominik	7	7	6.5->7	8
Hrvoje	7	6	8	5
Andrea	8	6	6->7	5->6
Fabio	6	8	7	4
Riccardo	5	8	7	5
Simone	4.5	8.5	6->6.5	5

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

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Sprint 6 Verdict

Completed bots API. Tournament Application and CodeDefenders APIs are now ready to be used!

With Sprint 6 we have completed the project

Added additional unit and integration tests and revised project documentation

Performed acceptance tests together with the customer and wrote acceptance test report

We agree that Sprint 6 was a big success

Sprint 6 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 managed to finish our project with all mandatory requirements (and some extra) satisfied, tested and confirmed by the customer.
  - The project reached the state that we expected to have when we started it
  - acceptance tests passed 100%
- The customer was really satisfied with the final product we showed him
- We now have good documentation of every aspect of our project, from requirements to deployment
- Our team is well organized and productive
  - Meetings are getting even faster
  - Good collaboration to split documentation to do
  - testing pull requests, pull requests review, approval and merging was much faster

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What could be improved

There are some further enhancements that we discovered and listed in slide 9

- No work on weekends
- Have more daily meetings
- Time estimations for tasks

What we committed to in this sprint?

- Revise documentation ✅

- Prepare report for SCORE competition ✅

- Improve demo of our final product ✅

- Address as many bugs as possible ✅

- Continue to improve UI ✅

Thank you all for attending

Questions?

Codebenders
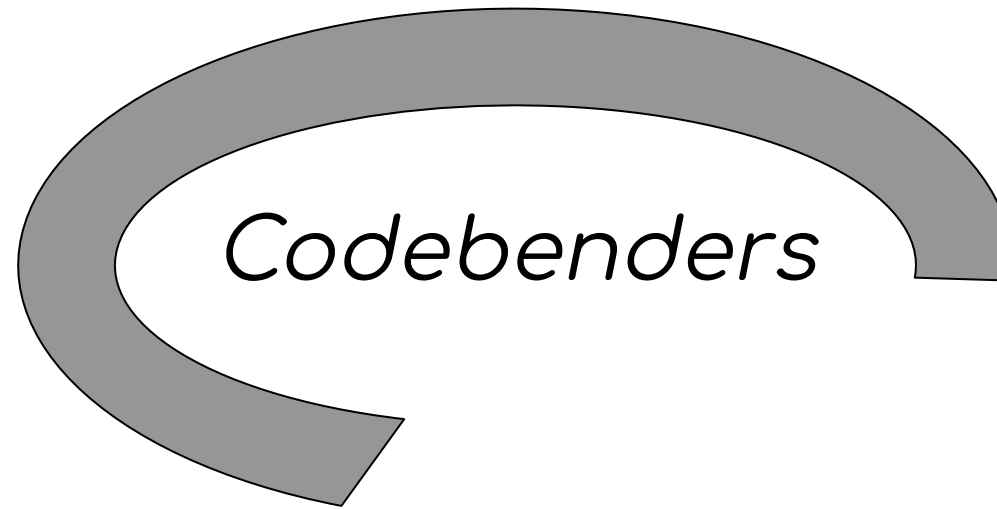
contact info:

fanny.delnondedieu@fer.hr

dominik.brdar@fer.hr

hrvoje.rom@fer.hr

simone.mezzaro@mail.polimi.it

fabio.patella@mail.polimi.it

andrea2.restelli@mail.polimi.it

riccardo7.nava@mail.polimi.it