

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

Our Team

Frontend

Product Owner



Fanny Delnondedieu

Scrum Master



Dominik Brdar



Fabio Patella



Simone Mezzaro



Riccardo Nava



Andrea Restelli

Backend

Testers



Hrvoje Rom

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

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-69 Efficient flow of updates	DONE ▾
 CDF-43 Bots can play	DONE ▾
 CDF-44 Bots can be trained	DONE ▾
 CDF-31 Low latency	DONE ▾
 CDF-40 notifications of game stream update	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 ▾
 CDF-42 Matchmaking	TO DO ▾

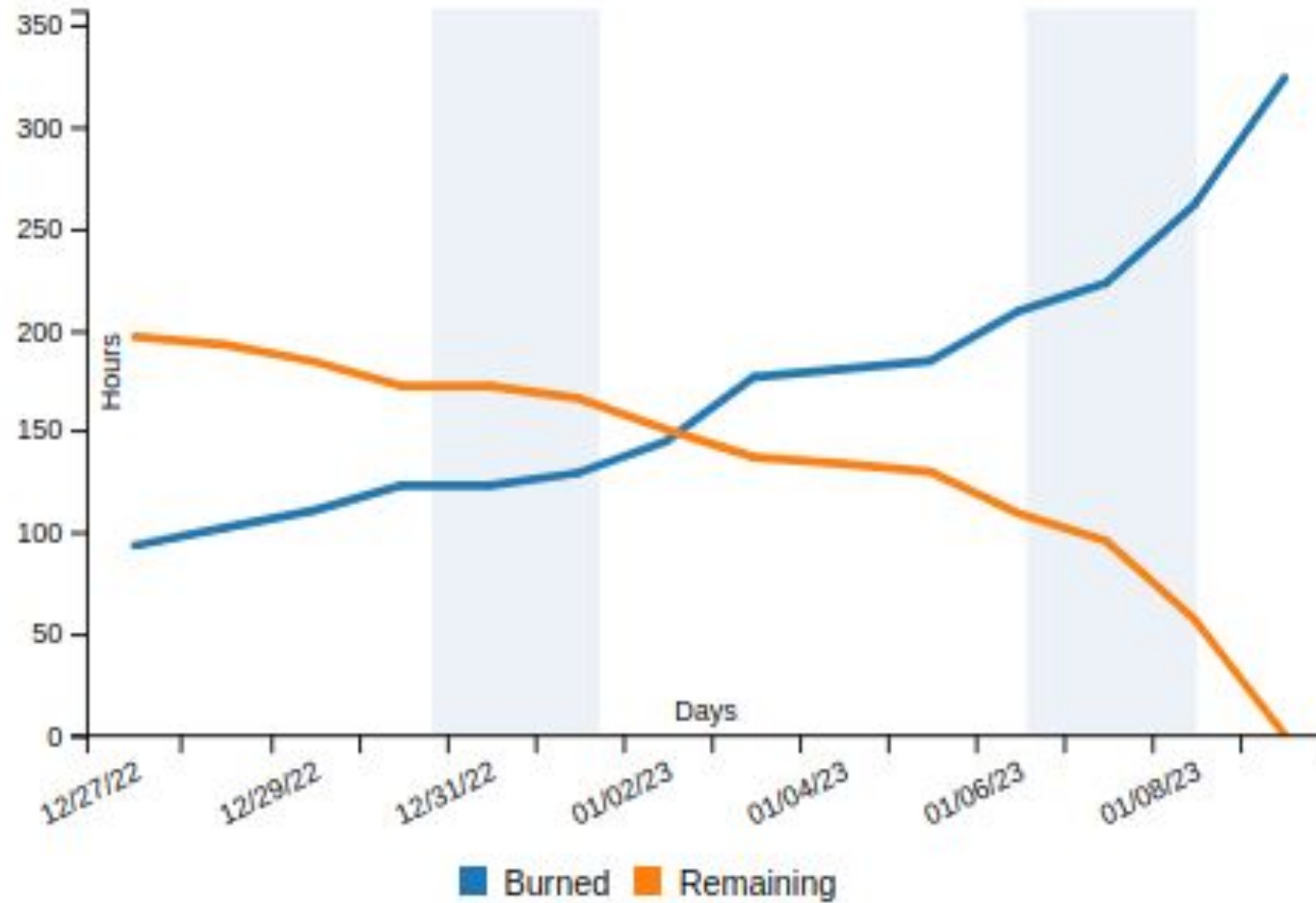
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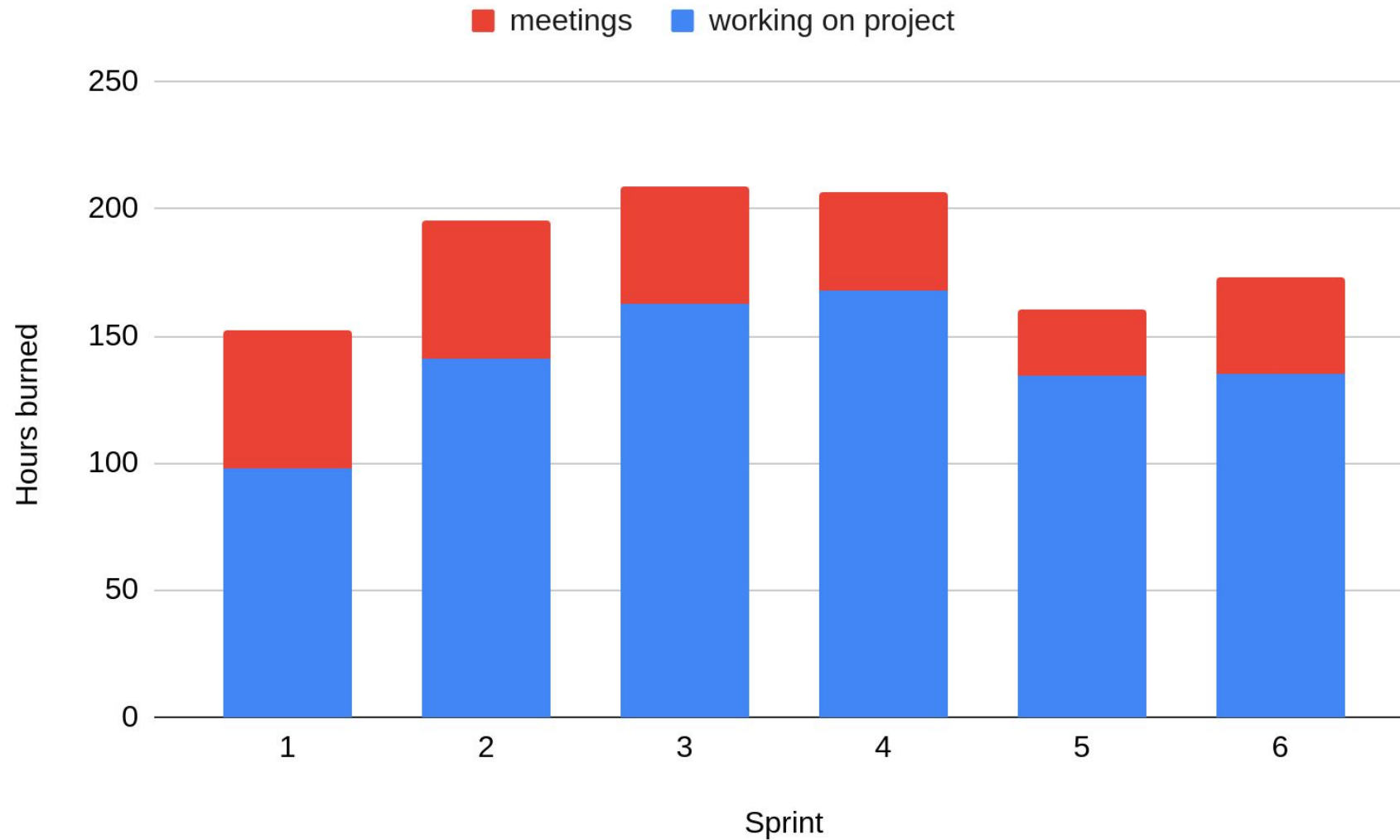


Functionalities of final product

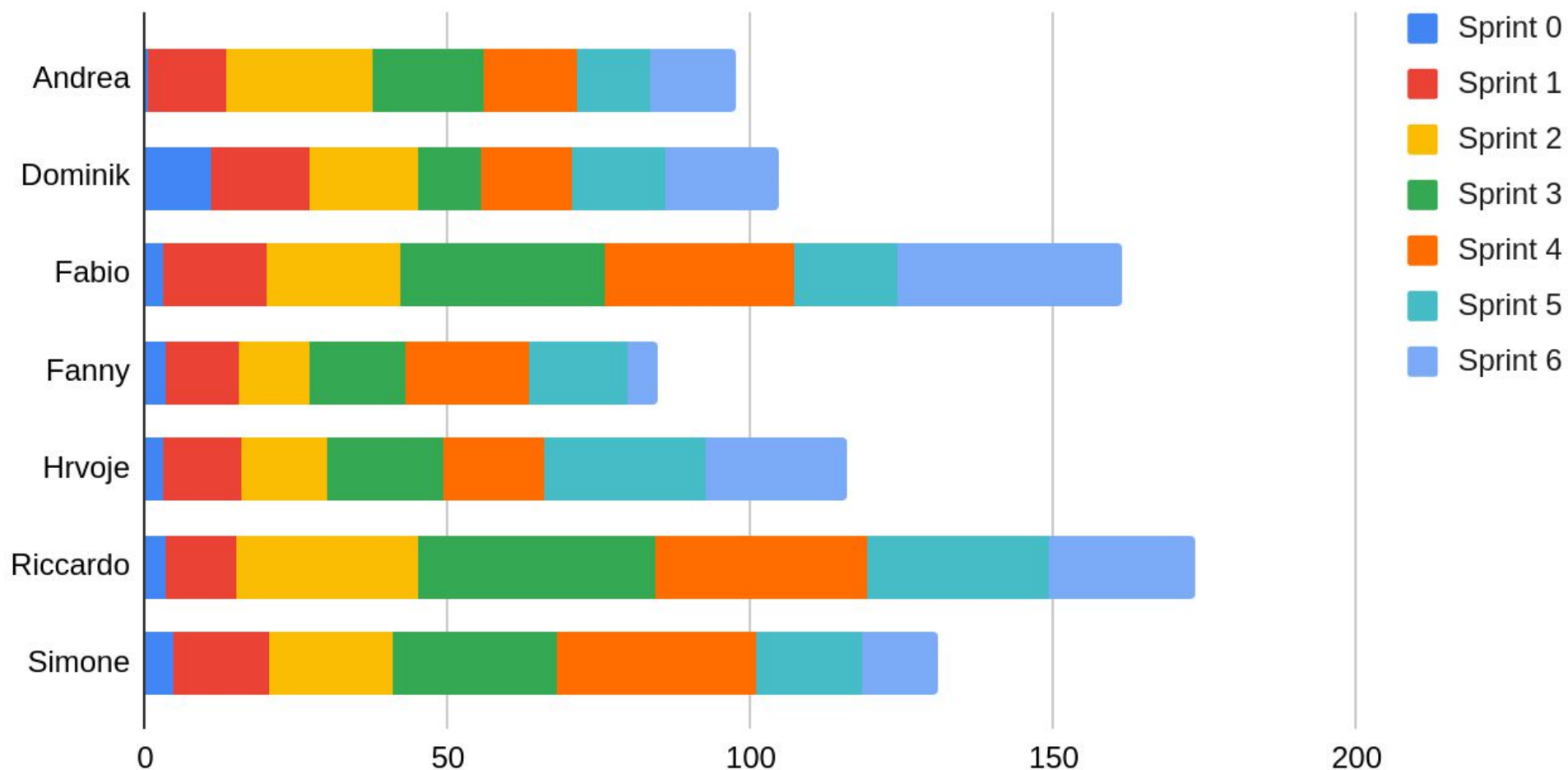
- Authentication: login and registration
- Team:
 - Create team
 - Join team
 - Invite other players
 - Kick team member
 - Manage team
- Game streaming
- Bots API
- Tournament
 - Create tournament
 - Display tournaments
 - Join tournament
 - Start tournament
 - Progress through the tournament
 - Tournament ending
- Game
 - Start game
 - Play game on CodeDefenders

Sprint 6 Burndown Chart





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

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)

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

What could be improved

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

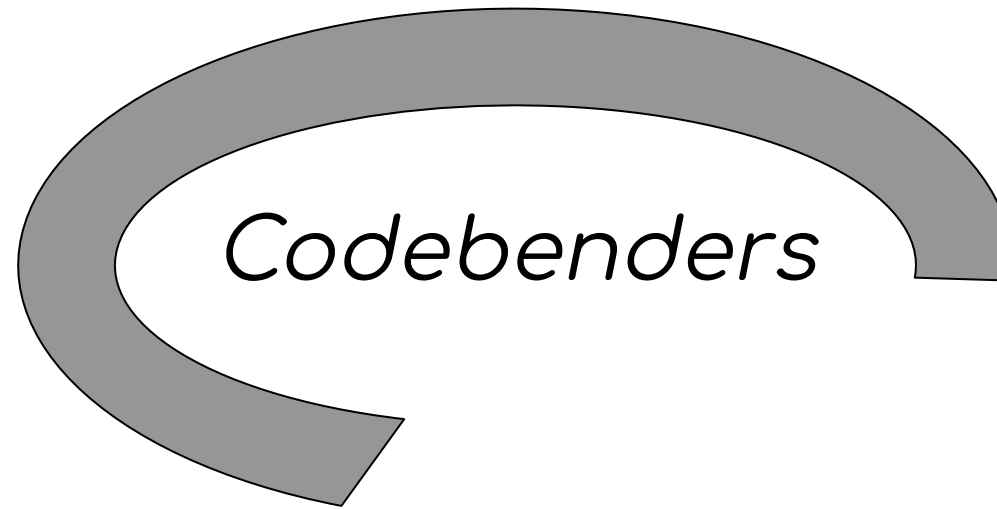
- No work on weekends
- Have more daily meetings
- Time estimations for tasks

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?



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