Sprint 4 Review

Project Code Defenders - Robo Tournament
Team Codebenders
Sprint retrospective
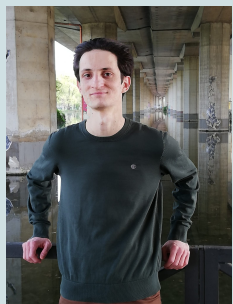
Our Team

Frontend

Backend

Product Owner
Fanny Delnondedieu

Scrum Master
Dominik Brdar

Testers
Hrvoje Rom

Fabio Patella

Simone Mezzaro

Riccardo Nava

Andrea Restelli

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Requirements and Design Revision

- We have updated the design of games and tournaments

- We added detailed documentation for frontend and backend components and classes

  This revision resulted in version 3 of requirements and design documents

Development progress

- We have integrated all features we didn't manage to integrate in the alpha prototype (except for joining team feature)
- We have implemented the load balancing mechanism between multiple CodeDefenders instances
- We have completed CodeDefenders API and Tournament Application backend components and frontend views to compete in tournaments and play CodeDefenders games

- The main Tournament Application is completed!
  Streaming component and bots API will be addressed in the next sprint

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Product Backlog

🔖	~~CDF-35~~	Team creation	🗂 DONE ⌄
🔖	~~CDF-54~~	Team management	🗂 DONE ⌄
🔖	CDF-37	Join team	TESTING ⌄
🔖	~~CDF-33~~	Create Tournament	DONE ⌄
🔖	~~CDF-41~~	Display tournaments info	🗂 DONE ⌄
🔖	~~CDF-34~~	Join Tournament	DONE ⌄
🔖	CDF-36	Starting games with notification	TESTING ⌄
🔖	CDF-38	Return to tournament app on game end	IN PROGRESS ⌄

🔖	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-31	Low latency	TO DO ⌄
🔖	CDF-42	Matchmaking	TO DO ⌄
☑	CDF-97	Search, filter, sort lists of tournaments and teams	TO DO ⌄
☑	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 ⌄

optional

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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
  - Progress through the tournament
  - (Tournament ending)
- Game
  - Start game
  - Play game on CodeDefenders

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Addressing Project Risks

- Original CodeDefenders can change while we work on our project

  - Addressed by forking the original repository to freeze the version we are working with. We are also frequently in touch with the customer to make sure we adhere to CodeDefenders implementation.

- Late identification of bugs due to late testing

  - Addressed with careful manual testing for the first sprints and detailed automated testing now

- Team members unable to work because of unforeseen events

  - Addressed by redistributing team roles as soon as possible

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Sprint 4 Burndown Chart
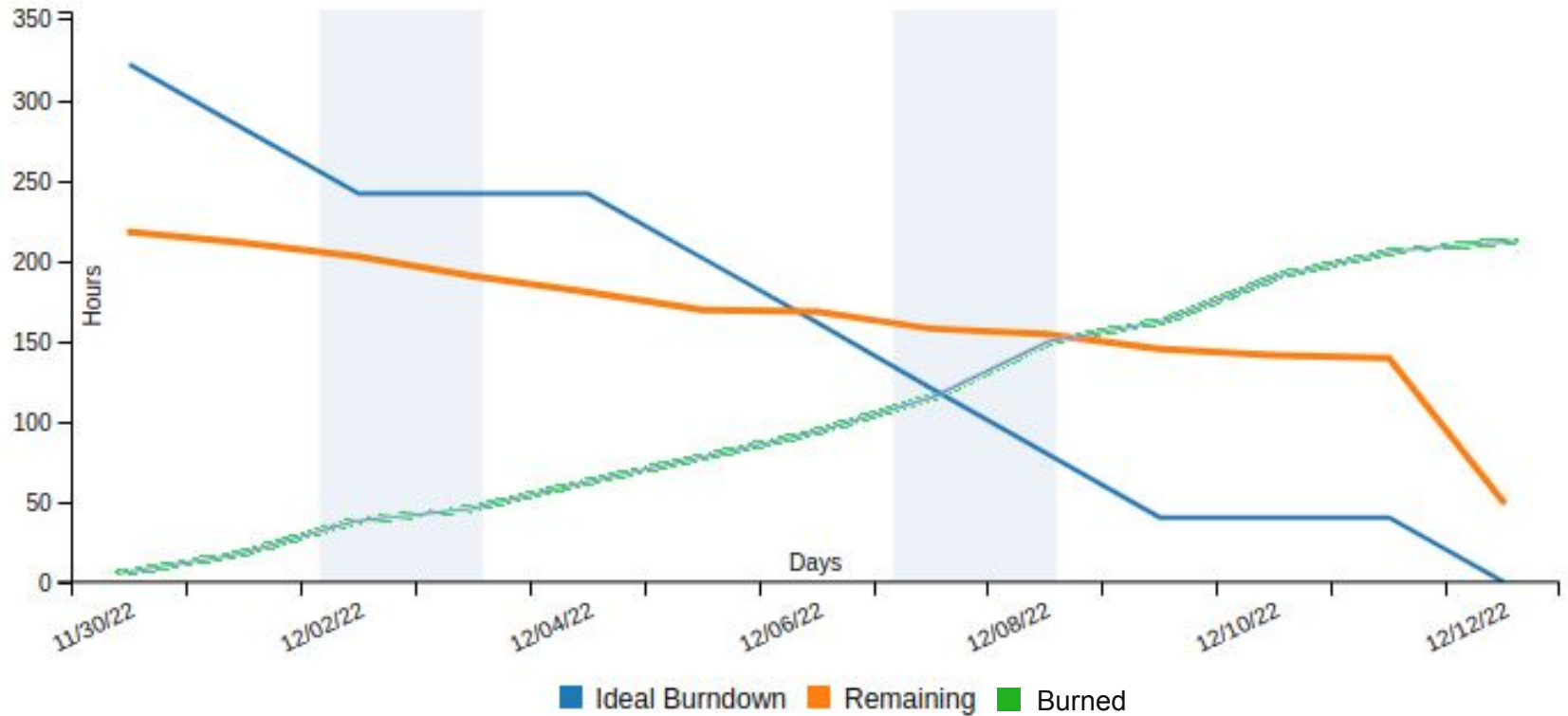
Comparison with Previous Sprints

	Time spent on meetings	Development
Sprint 0	32h 40min	0 h
Sprint 1	54h 50min	97.59 h
Sprint 2	54h 15min	141 h
Sprint 3	45h 35min	171 h
Sprint 4	38h 50min	167.67 h

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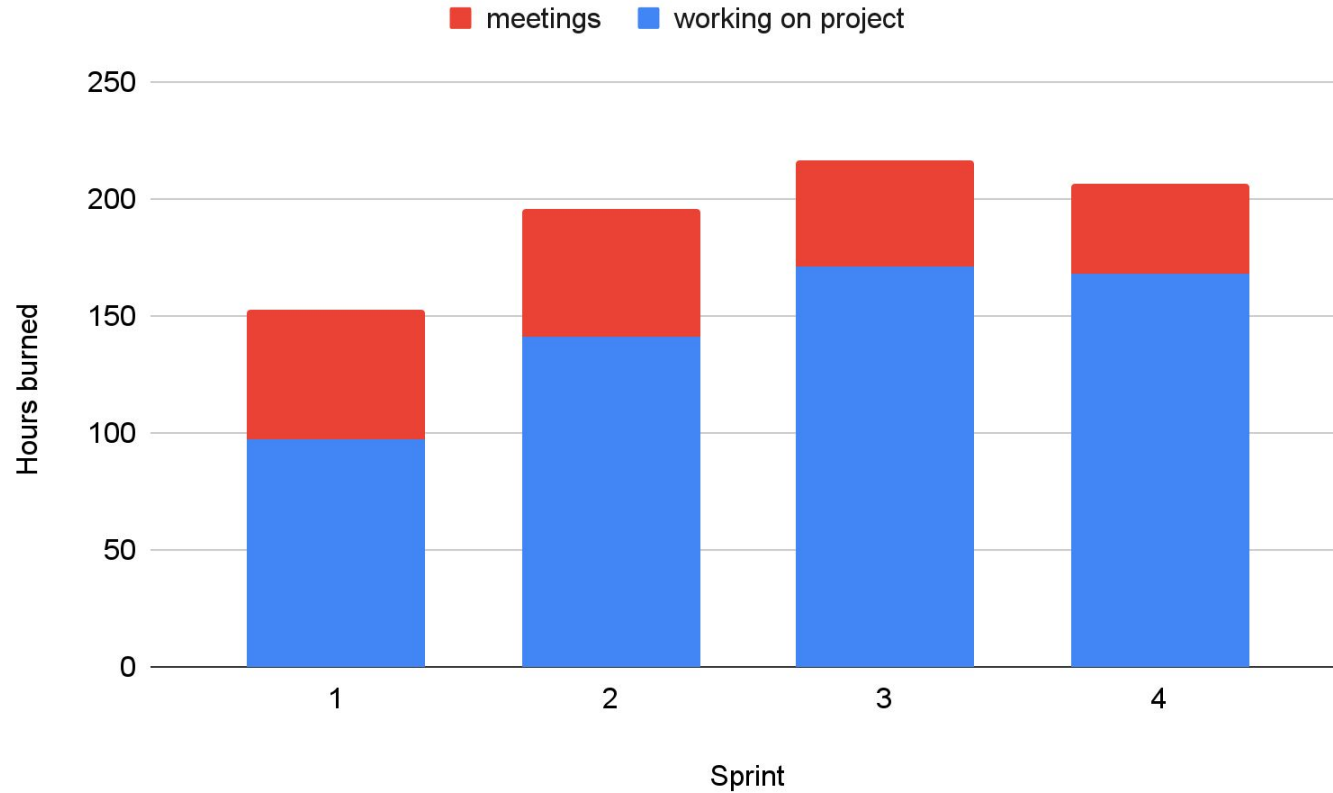
Sprint comparison

Competence Matrix

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

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

Sprint 4 Verdict

Working on integration and unit testing

Revised and updated requirements and design documents

Completed the main Tournament Application part!

We agree that Sprint 4 was successful

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Sprint 4 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 integrate everything in time (throughout the sprint)
  - Having meeting with the customer on Friday before the presentation allowed us to have MVP even before the end of the sprint
  - Customer approved our current state of the product, as well as agreed with our plan for the next sprints
- Our meetings got more on the point and better managed
- There was more code reviews by team members
- Getting help from other team members, good cooperation
- Our chosen technologies, methods and way of working proved to be effective
- Testing is improving very fast.

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What can be improved

- Bug reporting and handling
- Availability of testing infrastructure
- Take more time to estimate time/effort/competence needed for tasks

What we committed to in this 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 ❌
  - We found drafting of agendas not that useful since most meetings have already established structure, we just got used to it and improved in preparing ourselves
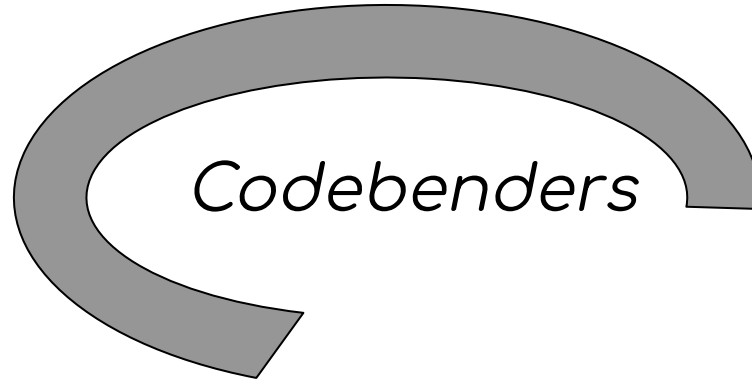
What will we commit to in the next sprint?

- Bug reporting and handling
- Availability of testing infrastructure
- Take more time to estimate time/effort/competence needed for tasks

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Thank you all for attending

Questions?

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