



## LifeTiles - Sprint Reflection 5



**Jos Winter**



**Joren Hammudoglu**



**Rutger van den Berg**



**Albert Smit**



**Arjan Langerak**

## Sprint backlog

User Story	Task	Assigned to	Estimated effort	Actual effort	Done	Notes
Start on semantic zooming	JavaFx graph zooming	Arjan	4h	0h	no	Found bugs in filtering graph. which has to be solved now
Fit to size	JavaFx tree zooming	Albert	4h	3h	no	Sunburst diagram can be scaled using zooming, but can't access the max size
	Clustering	Joren, Jos	2d	3h	no	We came up with some basic and advanced methods to cluster segments. We didn't start implementing.
Graph viewer compatible with 100 strains graph. Fix out-of-memory exception.	Integrate bucket caching into graph viewer.	Jos	8h	8h	no	Is implemented and works fine, major performance fix for graph visualization.
Filtering	Modify graph filtering to work on a set of segments instead of a graph.	Arjan	4h	9h	no	Had to fix bugs in filtering. Not in dev yet
Annotations	Parse annotations. Research annotations datastructure, mail customer / SA's if annotations are unclear.	Rutger	4h	0	no	There was very little time left after the PMD fixes, and it was unclear how the provided annotation document works. So it was decided to ask for clarification during the next meeting.
	Visualizing annotations as landmarks / bookmarks on the graph.	Rutger	4h	0	no	Depends on task above, so not started.
Refactor and style fixes	PMD config	Rutger	1h	8h	done	Had to fix several hundred violations after adding the config, so it took a lot longer.

	Fix tree skin	Albert	4h	0h	no	working on filtering took longer than expected
	Refactor package structure	Joren	1h	1h	yes	
	Refactor controller structure	Joren	4h	1d	yes	Took longer than expected
	Refactor variable names	Joren	1h		no	Checkstyle didn't like that.
	Graph style decentralization research + refactor	Arjan	4h	1h	no	only code refactor, no css styling research to refactor
Improve performance	Logging	Joren	2h		no	Didn't have high priority
	Optimize mutation indication	Rutger, Albert	8h	2h	no	we decided how we are going to optimize the traversers, but have not started on implementation