

Retrospective Iteration #5

ends 09:00, 27-05-2016

Context group: DART-N

Group: PL 4

User Story	Task	Member responsible for task	Member assigned to task	Estimated Effort (hours)	Priority	Actual effort	Done
When the user opens a DNA sequence, he will be able to zoom in and get more details visible	Semantic zooming	Niek	Niek	10		6	Partially
	- Improve node collapsing	Niek	Niek	24	A.1	28	Yes
	- Help with improve node collapsing	Arthur	Niels	14	A.2	20	Yes
	- Visualize zooming levels with different represent	Daphne	Daphne, Ties	10	A.3	8/14	Yes
	- Interaction with phylogenetic tree	Arthur	Arthur	10	A.4	10	Yes
	- Arrow Edge	Arthur	Arthur	6	D.1	0	No
As a user, I want to wait as little time as possible while using the application.	Rendering enhancement	Ties	Ties, Ricardo	14	D.2	20	Yes
	Add zoombox to zoom levels	Ties	Ties, Daphne	14	B.3	14	Yes
	Scale edge width accordingly	Ties	Ricardo	5	E.2	5	Yes
	Hide Node seq on top level	Ties	Ties	1	B.4	1	Yes
As a user, whenever the application is busy loading something, I want to be able to see its busy loading.	Bug fix null values for nodes in edges	Ricardo	Ricardo, Daphne	6	D.4	5	Yes
	GUI testing	Ricardo	Arthur, Ricardo	15	C.1	0	No
	Loading bar	Ricardo	Ricardo, Daphne	8	E.1	8	No
As a user, I want the nodes of the graph to be placed in a logical and space-efficient manner.	Fix bugs in information list	Daphne	Daphne	5	B.2		Yes
	Node placement	Daphne	Ricardo	20	B.1	20	Yes
	Put dragging back	Daphne	Ricardo	1	E.1	2	Yes
	Refactor all controller classes	Niels	Niels	10	C.2	0	No
	Test controller classes	Niels	Niels	10	C.3	0	No
As a user, as I start the tool, I want to be able to see the whole graph	Top View	Niek	Niek	8	A.5	4	Yes
	Fix bug in GraphSnapshot	Daphne	Daphne	2			Yes
As a user, I am able to understand what I am seeing on the screen	Legenda	Niels	Niels	1	B.2	2,5	Yes

Additional hours (These hours are mostly related to bugfixes, which occurred unexpectedly):	Hours
Daphne: GUI bugfixes, the zoombox broke a lot of times due to code refactoring and enhancements	10
Ties: the zoomswitch broke because of a new thread, also needed to refactor MainController, GraphController, Graph and Mo	9
Arthur: the scene wasn't working on a UNIX OS	10
Arthur: additional functionality added to the phylogenetic tree and it's graph link (including bug fixing)	14
Niels: Nodes in bubbles could occasionally contain too many genome / visualize bubble / indel mutations	3 / 6

Main problems encountered

Problem 1: Bugs

Description: Due to the refactoring and threading of our application and code, a lot of bugs and deficiencies

Solution: We already took care of this, so our application is bug free (for now), however it did take up a lot of time. We will take this into account when planning our next sprint

Problem 2: Testing

Description: Due to the time we needed to fix the bugs, we did not have any time left for GUI testing. Also, due to the refactoring of the code, controller testing was not yet possible.

Solution: We made time for this next week

Problem 3: Our application was unintentionally platform dependent, and only ran on Windows

Description: When running our application on a UNIX platform, the scene-components would overlap, which made the application unuseable. Also, the graph was not showing.

Solution: It turned out we were making new graphs every time we wanted to open a graph. However, this is unnecessary, which caused problems that somehow only appeared on UNIX. We fixed this by only creating new controllers, but keeping the graph.

Problem 4: JavaFX threads

Description: Since the GUI runs on a single thread, the application is non responsive when loading a file.

Solution: For next week, we will provide a loading indication, which is independent of the thread.