Sprint Retrospective, Iteration #5

Context Project: Programming Life
Group: 101010

User Story #	Task #	Responsible for task	Task Assigned To	Estimated Effort per Task *(in hours)*	Actual Effort per Task *(in hours)*	Done *(yes / no)*	Notes
The user wants to run the app without bugs	Testing the app	Tycho	Tycho	Tycho=15	Tycho=20 Jochem=8 Dex=4 Michael=10	no	We still have classes to test and new classes should be tested too.
The user wants a layout which is logical i.e. least crossing edges.	Creating dummy nodes which are ordered in a way such that crossing edges are minimized.	Dex	Dex, Jochem	Dex=7.5 Jochem=7.5	Dex=14 Jochem=2	no	Dummy nodes function well for edges that come from the left, even when off-screen, however, edges that go off screen to the right are currently not drawn.
The user wants a layout in which the nodes are visualized in a clear manner.	Assign y-coordinates to nodes.	Jochem	Dex, Jochem	Dex=7.5 Jochem=7.5	Dex=2 Jochem=1	yes	The assignment of y-coordinates has been

The user wants to see edges	Draw edges between nodes	Jochem	Jochem	Jochem=5	Jochem=8 Dex=4	yes	Edges are drawn from draw nodes to other draw nodes or dummy nodes.
The user wants to interact with the drawn graph.	Enable panning	Michael	Michael	Michael=2	Michael=2	yes	There's the possibility to pan, but the graph does still not dynamically update.
	When panning, the nodes that were not visible before, shouldn't be visible anymore						
The user wants to be able to zoom in and out of the graph efficiently	Storing root and leaf nodes.	Jochem	Jochem	Jochem=5	Jochem=6	yes	We store the leftmost and rightmost layer. This is used to get the parts of the graph which are beyond these layers but do not yet exist in the subgraph.
	Update graph scale and position	Martijn	Martijn	Martijn=5	Martijn=8	No	Displaying the new graph after zooming almost goes correct, with some inconsistencies. The graph does not translate correctly to the cursor position yet.

	Add nodes on sides of graph when zooming out	Martijn	Martijn	Martijn=12	Martijn=15	No	Nodes will get added, but when using this feature too much or combining it with zooming in, the positions will be incorrect, causing major bugs.
	Remove nodes on sides when zooming in	Martijn	Martijn	Martijn=8	Martijn=6	No	Nodes will get removed, but when using this feature too much or combining it with zooming out, the positions will be incorrect, causing major bugs.

Main Problems Encountered

Problem: Some people did not take action to perform the task they were given. They did not engage with other team members to resolve the issue. Instead they decided to wait until thursday to get the other people's code and start coding their own task. This resulted in task not being done by the end of the sprint.

Reaction: We as a group decided that it is necessary to be more strict with ourselves. If someone does not take action to perform their task we will make sure that we encourage them to take action.

Problem: We took it down a notch in the previous sprint which meant we had to do more this week. We did not plan accordingly and also did not put more effort into the sprint.

Reaction: We are going to start early with the sprint and reassure that we will not leave task untouched until the end of the sprint. This way we get our task done in time to make a release on friday.

Adjustments for the next Sprint

Next sprint we will have to do a lot. We will have to fix all features that were supposed to be done by now. Starting early is very important so we are going to start before the sprint officially starts. We are also going to function more like a team by individually make sure everyone does what he is supposed to do. Also, for assigning the tasks to group members, we will keep in mind what other members have to do that week. If they are busy with other matters, they are more likely to receive tasks with a lower priority or we will assists them in their task.