

Sprint Retrospective, Iteration #8

Context Project: Programming Life

Group: Desoxyribonucleïnezuur

User Story #	Task #	Done by	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
Dynamic loading	Create methods for loading new nodes to the right and left when appropriate	Ivo/Martijn	10	14	Yes	There are a LOT of edge cases when doing this, we did not anticipate this much of them. It complicated the process quite a bit
	Create methods for removing nodes from the left and right when appropriate	Ivo/Martijn	10	6	Yes	We found a kind of hacky shortcut, but it works well, so we used that.
	Merge two subgraphs	Ivo/Martijn	10	15	Yes	This introduced a lot of bugs, and posed newly discovered challenges. Now it works to a certain extent with just one bug left.
	Fixing bugs in dynamic loading	Ivo/Martijn	5	20	Yes	This took 5 hours for our dynamic loading branch. When develop (with genome calculation) was merged into the dynamics branch nothing seemed to work anymore. Fixing all the newly introduced bugs took 15 hours.
	Try to fix bugs	Iwan	0	4	No	Fixed edge thickness bug but did not come through.
	Create new methods to click on nodes/ edges	Yannick	3	6	No	This has only been partially completed. The nodes can be clicked upon and show their information. However the edges, and glyphs do not work yet and will be fixed next sprint.
Singular Nucleotide Polymorphisms	Detect SNPs	Toine	5	8	Yes	
	Replace SNPs	Toine	2	5	Yes	
	Click on SNPs	Yannick	1	1	No	Same as the on click for the edges, it hasn't been fixed as of now.
	Represent SNPs as glyph	Toine/Yannick	3	2	Yes	
	Merge develop and SNP	Iwan	2	2	Yes	
Canvas	Merged develop in canvas_to_develop branch	Iwan	1	4	Yes	This was way more complicate merge than I expected.
	Implemented functionalities from group on canvas	Iwan	10	15	Yes	This is everything from highlights and node clicks to edge thickness
	Try to merge branches	Yannick	1	3	Yes	This has been done by Iwan since it was way more complicated than expected, and I was unable to succesfully perform this merge
	Overhead on canvas	Yannick	0	3	Yes	Ran into problems here and there which I tried to fix.
Annotations	Remove annotations	Toine	0.25	0.25	Yes	Removed annotations, because we have decided to focus on finetuning our current application, and not implement too many new features. Only annotation parsing was done yet.
Miscellaneous	DrawableNode & children refactor	Toine	0	2	Yes	
	Genomes on edge repair	Toine	0	3	Yes	
	Dynamic zoomed subGraph repair	Martijn	0	2	Yes	Modified edge, dummy and segment dimension.
	Few Tests for DrawableNode/Edge	Iwan	2	2	Yes	
	Work on GUI upgrades and its error handling	Yannick	2	3	Yes	
	Clean up code	Yannick	0.5	0.5	Yes	
	Highlight node clicke on	Iwan	2	2	Yes	
	Update the Gui Tests to give more coverage	Yannick	3	6	Yes	Fortunately Toine came up with a simple solution to exclude the test file from Travis. Luckily, the tests now also run locally in maven and give a succeeding build. I ran into a lot of problems with this part since I figured out headless testing does not support the filechooser we use. If it did support the fileChooser we could've had passing build on Travis as well.
	review pull requests	Everyone	10	10	Yes	
	Write final report	Everyone	10	10	Yes	Only the draft version
	Write retrospective	Everyone	2,5	2,5	Yes	
	Spy on other group meetings	Ivo	1	1	Yes	
	Attend meetings	Everyone	5	5	Yes	

Problems this week:

Dynamic Loading:

We had some problems merging dynamic loading and develop, since SNPs and genomes had been implementend before dynamic loading. Dynamically loading with these functionalities caused major errors and nullpointers. Finding and eliminating these bugs cost a lot of time and effort. In the future we will make these important difficult functionalities easier to understand and less spread throughout the code.