

Main problems encountered:

LibGDX Graphical problems

We had a lot of trouble getting even basic LibGDX graphics to work. As a result we had been trying several different methods of creating graphics that all fell short in the end. In the end we figured out a way to make it work but it took so much time that we lacked time for proper testing and documentation. Additionally, due to the nature of graphics we were unable to properly divide tasks to reduce workload per team member.

JavaScript Continuous Integration

We finally got the permission to make a webapp. But we had to build a CI/Build system setup to support it. Therefore this had to be set up as soon as possible. Javascript is also harder to test than other languages so we had to first learn how to make such a system. During the setup we also encountered some problems that we had to fix.

Bidirectional Communication

Previous server implementation did not take sending messages back to the client into account. This had to be implemented to set up communication tests with the JS module and took more time than expected.

Entity Modeling

Entity modeling was planned for this week but this had to be postponed due to previously mentioned problems.

Adjustments:

We have to re-evaluate how we divide tasks between team members. Specifically we have to consider if tasks are even able to be divided, such as graphics related tasks. In the future we will discuss these issues during sprint planning.

We have to invest more time into proper research concerning unknown frameworks. Had we have spend more time researching LibGDX we might have had less issues creating the graphics. In the future we should consider allocating time in sprint planning for research.