Sprint Retrospectives - Team Tim

Sprint Meeting 1 - 2016-09-19

Sprint retrospective
No previous sprint.

Discussion
The velocity was set to 100 after discussion. This is based on what we consider is a reasonable amount of work for one person (15h/week) times the number of people (7 people). 15*7=105≈100, since it's a nice and round value. The individual user story efforts are documented in the scrum board.

Effort was set for the highest prioritized user stories, enough to fill up for the first sprint. Since it's the first sprint we thought it would be good to not assign efforts to too many user stories (to avoid shooting way off).

Sprint Meeting 2 - 2016-09-26

Sprint retrospective
Overall feeling of a successful sprint. Not pleased with having a task that was supposed to merge all the work. This task did not just merge the work, we also had to refactor and rewrite our code a bit to be able to finish this task.

Discussion
We are not pleased with the speech synthesizer. It will not be sufficient for the project to keep developing this game with a synthesizer which is not supported in our region. There was no swedish voice to use and it seems to be harder to use a speech synthesizer than we initially thought. Therefor we will consider recording our own audio and play it back.
It seems we have had a bit of horizontal development. We will strive for working more vertically from now on.

We tried to use a speech synthesizer and we have come to the conclusion that it will be best to create our own audio-files.

Sprint Meeting 3 – 2016-10-10

Sprint retrospective
Overall feeling of an overwhelming sprint. A bit too much heavy work for this short amount of time. Drag and drop functionality was harder to implement than we had thought. Peer-to-peer gaming has not been implemented to the stage we hoped to be at.

Discussion
Making a fully functional drag and drop will take too much time and we will make sure our implementation works but it will maybe not be the drag and drop we hoped for. We did our best but within this short project we do not have time to put more efforts in it.

Hopefully the wlan implementation will work after today.

Sprint Meeting 4 – 2016-10-17

Sprint Retrospective:
Some of the groups (Category and EndGame screens) did not get done in the sprint and will continue next sprint. The network group finished multiplayer but there are still a lot of problems with establishing a connection.

Sprint Planning:
We discussed what need to be done with the app before the last review on Wednesday 19/10-2016 to make it look good.

Todo until wednesday:
- Remove banner
- Finnish EndGame views
- Remove hamburger menu
- Fix Results
- Finnish Category view
- Stabilize multiplayer
- Fix timer bug
- Find good sales arguments
- Fill database with more words
- Visual feedback in game
- Good color scheme
- Pause game when app is closed
- New error sound

Discussion:
We discussed where in the app there should be color and not. We also discussed how the app logo should look like. Tasks were assigned to group members.