Sprint Review for Week 2

Context Project: Computer Games
Group: 4
Based on pair programming.

User Story Numbers:	**Task:**	**Task Assigned To:** [Responsible] ([Partner])	**Estimated Effort per Task:** Effort prediction scales based on lightest task	**Actual Effort:**	**Done:** Yes/No	**Notes:**
-	Work out the game concept (product vision)	All	5	7	yes	Took more time than expected. Still needs to be extended with feedback received at the end of the sprint.
-	Pitch the game concept (before wednesday)	Jurgen	1	0.5	yes	Pitching wasn't that much work.
1	Write down the game concept for scenes and states	Jean (Martijn)	3	3	yes	Has to be extended because game concept is still not definite.
-	Work out the initial program *architecture* (UML & design patterns)	Ben (Nick, Jurgen)	4		partial	Many design patterns have been thought of already, but only on paper. Needs to be digitized as well as extended when final concept is finished.
2	Work out the initial concept for the GUI	Jean (Martijn)	3	3	yes	Need to make a digital copy, but is written down on paper.
3	Create the initial frame for the project	Martijn (Ben)	4	5	no	Because we changed the framework, the work that had been done is no longer needed. Will need to create a new initial frame on the new framework.
4	Setup debug logger	Nick (Jurgen)	3	2	no	Did do background research, but no code has been written since framework was not yet decided on.
5	Briefly research data storage formats for server-side interaction	Jurgen (Nick)	2	0	no	Because of change in concept we thought it wasn't needed anymore. With new feedback we do need a server side again.

User Stories	
User Story Number:	**User Story:**
1	As a developer, I want a guideline while developing the game.
2	As a user, I want to visually interact with the game.
3	As a developer, I want feedback from the client on the current state of the product.
4	As a developer, I want feedback to what is happening during runtime.
5	As a user, I have to be able to get data from the server (user info, teams, scores, etc...).

Sprint Retrospective:

Main problems encountered:

- **Too many things were still undecided:** Unexpected changes in concept, framework, feedback and deadlines all influenced the direction of the project. Because of this we had to spend more time on certain tasks which we thought could be completed quicker.
- **We were too ambitious:** We had our schedule quite packed. This left almost no room for errors and unpredicted events. If we lived in a perfect world we might've been able to complete the schedule, but for now we took on too many tasks.
- **Discussions tend to be way too long:** Usually discussions between group members go on for a long time. Sometimes the discussions aren't even relevant to the actual project or the problem at hand.

Improvements for the next sprint:

In order to improve for the next sprint we want to:

- Reduce the amount of tasks and have room for unpredictable events.
- Try to make a better time estimation for tasks.
- The Scrum-master is the person that approves discussion topics.
    - The discussion *leader* will keep the discussion from going off track.
        - A discussion has a certain topic that relates to a certain *role* within the team, the leader for that role is the leader for the discussion (for example discussions about testing will be led by the lead tester).