

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

Sprint Review for Week 3

User Story Numbers:	Task: Ordered on highest priority first and lowest priority last	Task Assigned To: [Responsible] ([Partner])	Estimated Effort per Task: Effort prediction scales based on lightest task	Actual Effort:	Done: Yes/No	Notes:
-	Product Vision (Final)	Jurgen (Jean)	3	4	yes	
-	Work out the game concept	All	5	5	yes	Should've documented more instead of only using whiteboard.
-	Setup of programming environment (LibGDX)	Martijn (Jean)	5	15	yes	Had a LOT of trouble getting Cobertura to work with gradle.
-	Product Planning (draft)	Jean (Martijn)	2	2	yes	
1	The timer has to function	Ben (Nick)	4	4	no	Shutting down the app stops the timer.
	Scenes have to be switchable using buttons				partial	Did not have the time. Button only prints to console for now.
2	Read up on the LibGDX framework	All	3	3	yes	
-	Update EAD with extended concept	Nick (Ben)	1	0	no	Did not have the time.
3	Logger implementation	Nick (Jurgen)	2	0	yes	Using LibGDX logger implementation.

User Stories	
User Story Number:	User Story:
1	As a user, I want to be able to see when I can take my next stroll, so that I can plan my work around it.
	As a user, I want to be able to press a button, so that I can go to a different menu.
2	As a developer, I want to understand the environment in which I'm programming, so that I can work more efficiently.
3	As a developer, I want feedback on what is happening during runtime, so I can earlier discover potential bugs and inappropriate behaviour.

Sprint Retrospective:

Main problems encountered:

- **First two days underestimated:** Since we had holidays we did less than we anticipated to do. We planned to do some work during these days, but that didn't seem to work out.
- **Too much time to setup some plugins:** Since certain plugins were originally made to work for Maven, we had to use some 3rd party 'ports' in order to use the required plugin in gradle. This took a lot longer than we anticipated.
- **Setting up dev environment on machines took too long:** Every member of the team had to set up his development machine. Since we had both Eclipse and IntelliJ it was hard to help each other to get things to work as expected. Sometimes this was easier than other times.
- **Finding literature took too much time:** Reading a lot of literature takes time. Not just an hour of quick searching. We underestimated the time it takes to find proper literature.

Positive improvements:

- Communication was a lot better since we decided not to continue on trivial matters for too long. Discussions are kept shorter which makes the entire team more productive.
- Adding the extra roles for communication and time-keeping helped us work smoother as a group. There were less arguments.

Improvements for the next sprint:

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

- It is impossible to determine how our time is spend on a holiday. Thus we want reduce the workload whenever there are 'free' days.
- Literature research takes a lot of time. Next time literature is needed more time has to be allocated.