

CS344 Group Staryu PRL2: Sprint Retro 2

This document summarizes the group discussion held after Sprint 2, reflecting on our progress, challenges, and plans.

Things we did well

- For this sprint, our main focus was on improving the user interface (UI) and enhancing the graphics. Initially, the interface was quite basic, but we managed to make significant improvements to make it more responsive, visually appealing, and adaptable to different screen sizes. Communication among the team also improved as we became more comfortable with our roles and tasks. We had open discussions about issues and kept each other informed on progress, which helped maintain momentum.

Things we could do better

- We also realized that we need more client feedback. Scheduling additional client meetings to gain insights into our progress and direction would help us avoid any major last-minute changes and ensure the project meets expectations throughout the development process. Additionally, the client emphasized that we should notify them as soon as something is taking more time than expected, allowing us to manage any delays more effectively and adjust our approach as needed.

Plans for future sprints

- **Optimization Implementation:** While we made significant strides in the UI and graphics, we haven't yet implemented the optimization we plan to introduce for Sprint 3. Nic will lead this effort, focusing on

improving the overall efficiency of the simulation, particularly for car movement and response times.

- **Increasing Testing:** More testing of the simulation is essential. We plan to incorporate more testing practices and tools to ensure all new features, like the UI and car behavior, are functioning as expected.

Action items to work on for next sprint

- **Complete Optimization:** Begin implementing optimization techniques to improve the performance and responsiveness of the simulation.