

## CS344 Group Staryu PRL2: Sprint Retro 1

This is a summary of the group discussion that was held after sprint 1.

### Things we did well

- Once things got going our communication improved. In the beginning things were a bit difficult but as we progressed through, we got more comfortable and worked together better.

### Things we could do better

- More meetups with the team. Shorter progress meetings should be held a bit more regularly to discuss what's been done, any issues we are facing and just to make things progress smoothly.
- Scheduling more client meetings. Gaining input from the client on our progress more regularly will be beneficial. This will reduce the chance of any drastic changes and keep both sides informed on the project.

### Plans for future sprints

- For the first sprint the approach was a monolithic one. From now on a more iterative approach will be used to make it less hard coded and more dynamic.
- Defining a project skeleton. This involves creating methods where everyone can then assign themselves to a method and populate it.
- Incorporate more testing of our simulation. Determining best methods for testing and discussion with the client about it is important

### Changes we will be making

- Moving forward we will be exclusively using java and swing

### Action items to work on for next sprint

- Cars has a list of things to do such as collision control and calculating a cars trajectory
  - incorporate turning
  - Calculate x and y value via function call. No more hard coding.
- Incorporate testing