

Sprint 2 Reflection

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Tech Issues: Within the first week of the project, we encountered major hurdles immediately. Many within the group had issues with the github repository as well as cryptic build errors, leading to the group's focus shifting away from the project and towards fixing those issues. With the graders unsure of the issue, the team continued to test solutions while working on their code. Even still, the team was unable to finish the vital sections of code.

What Changed Throughout: The team quickly had to change plans as one member had to go out for surgery, leading to a shift in responsibilities. Upon their return, the group still altered code structure as they progressed.

There were also many iterations of the project and GitHub made as the team continued to resolve tech issues. In the end, however, the code remained in the original GitHub.

How the Team Did: The team worked well together, making sure that everyone's voice could be heard and responding within a short period of time.

Despite the frequent changes, every team member put forth effort in attempting to conquer their current task, persisting through the myriad of technical issues.

What's Next: The team has accumulated a lot of technical debt as a result of finishing the code quickly, and will shortly have to resolve them. This includes creating a Sprite Machine as well as restructuring the Game1.cs file. The team will also have to redesign their entities to have more separation of responsibility. The largest example is within the Link States, which currently were designed to Draw as well as update position.

There are also features that have yet to achieve functionality. Link is currently unable to transition between states and will require a complete overhaul with the use of the aforementioned Sprite Factory. Due to this being a large dependency, as well as the Keyboard Controller needing fixed, our features are still in an extremely primitive state and will need made up for Sprint 3.