Sprint Detropped Iteration #7								
Sprint Retrospect, Iteration #7								
Group: goto fail;								
Context project: MM								
U Ot	T1:	Describle for tools	Tools Applement To	F-4:4	A - to - I Fff - at (la)	Dana (ota)	Dull Danisata an main ann	Dull Demoste an oak area
User Story	Task	Responsible for task	Task Assigned To	Estimated Effort (h)	Actual Effort (h)	Done (y/n)	Pull Requests on main repo	Pull Requests on web repo
User story: improve scripting application	Covinting application							
As a user, I wish to see the ability to more easily add information to shots	Scripting application  - More information per shots: select instruments, etc, depening on feed	Monno	Menno	8	8	Y	#185	
to more easily and information to snots	- Fix styling/scaling issues with newly added elements.	Mark	Mark, Menno	4	5	Y	#187	
	Web application	Wark	Wark, Weilio				#107	
	Dynamically display all this extra information in a non-obtrusive mann	Mark	Mark, Martijn	4	4	N	#187	
	Synamically display an ane oxaa mismaten in a non osaasive main	man	man, marajn					
User story: improve web application								
As a user, I wish to see improvements	Web application							
to the web application, so I can better load	- Dynamic loading of project files on webserver	Alex	Alex	8	6	Y		#24
project files, set users, etc., in a clean and	- Ability to load own project files on webserver	Alex	Alex, Menno	6	6	Y		#24
easy to navigate interface.	- Ability to set/store preferences per user, if necessary	Bart	Bart, Martijn	2	10			#35, #32, #28, #23, #22
	- Shot caller view styling	Mark	Mark	2	3	Y		#31
	- Camera presets view styling	Mark	Mark, Bart	4	0	N		
	- Conform to material design guidelines	Bart	Bart, Mark, Martijn	2	3	Y		#31, #28
	- Additional JS Testing	Alex	Alex, Bart, Martijn, Mark	4	6	Y		#29, #30
User story: camera preset interface								
As a user, I wish to be able to store	Camera preset application							
and recall and link camera presets to shots	- Basic application and GUI, detached from timeline view.	Bart	Bart, Martijn, Mark	6	6	Y		#27
in a nice interface.	- Fix issues with IP-camera controls and communication	Martijn	Martijn	6	7	Y		#27
User story: feedback								
As a user, I wish to see a working version	Contact Polycast members about							
so I can give feedback/suggestions for	- Obtain example camera script from Polycast member.	Mark	Mark, Alex	2	1	N		
improvement on this version. This is very	- Obtain more feedback on scripting/timeline application from Polycast.		Mark, Alex	2	1	N		
important for the success of the project.	User testing	Menno						
	- Find representable group of users	Menno	Menno, Bart Martijn	2	0	N		
	- Obtain feedback from users by testing applications on them	Menno	Menno, Bart, Martijn	2	0	N		
User story: final report								
As a user, I wish to see a first draft of the final	Final report							
report, so adjustments can be made in time.	- Create first draft of final report	Bart	Bart, Menno, Alex	6	6	Y	#179, #184	
report, so adjustments can be made in time.	- Greate mot drait of innarreport	Dait	Bart, Wernio, Alex				#173, #104	
Main problems encountered								
main problems encountered								
Problem	Description							
Contact attempts with Polycast failed.	All attempts to commucate with Polycast this week have been met							
Somasi attempte with a system railed.	with silence.							
User functionalities	We discovered a lot of core user features were missing. Therefore,							
OSS. MINISTONIANISS	this took a lot longer to implemented than we initially predicted.							
	and the second s							
Adjustments for next sprint								
rujuomionio ioi moni opimi								
Adjustment	Description							
Contact Polycast again, and again, and again.	There is still no sign of life. Are we on a spam list somewhere?							
User Testing	Moved To Next Sprint							
5								
Task notes								
Tuen Hotes								
Task	Note							
Camera presets view styling	Not implemented, as we've decided to ditch our presets view, and							
Camera presens view stylling	will now cooperate with BeNine instead.							
User testing	No time left in this sprint, but we'll get to it in the next one.							
Coo. Coding	some for in this sprint, but we'll get to it in the next one.							1