

## Sprint 3 Reflection

Brogrammers

MWF 10:20

After the feedback on the last sprint, our group members agreed to start this sprint differently to avoid similar mistakes in the future. The biggest issues were a lack of communication throughout the sprint and people missing agreed-upon deadlines, which lead to incorrect being pushed on the last day with not enough time to review this. To combat this from occurring again in Sprint 3, our group spent more time during the first week to clearly define all the tasks that needed to be done and clearly allocating those roles in more detail on our Trello board. Additionally, the group agreed upon more checkpoint deadlines instead of only abiding by the final one (which could make it easier for members to wait until the last week to implement the code). The plan was to have all initial implementation done by the second Friday of the sprint, fix any merging complications on that Sunday, and ask the instructor for feedback and refactor in the last week in addition to dealing with all the documentation.

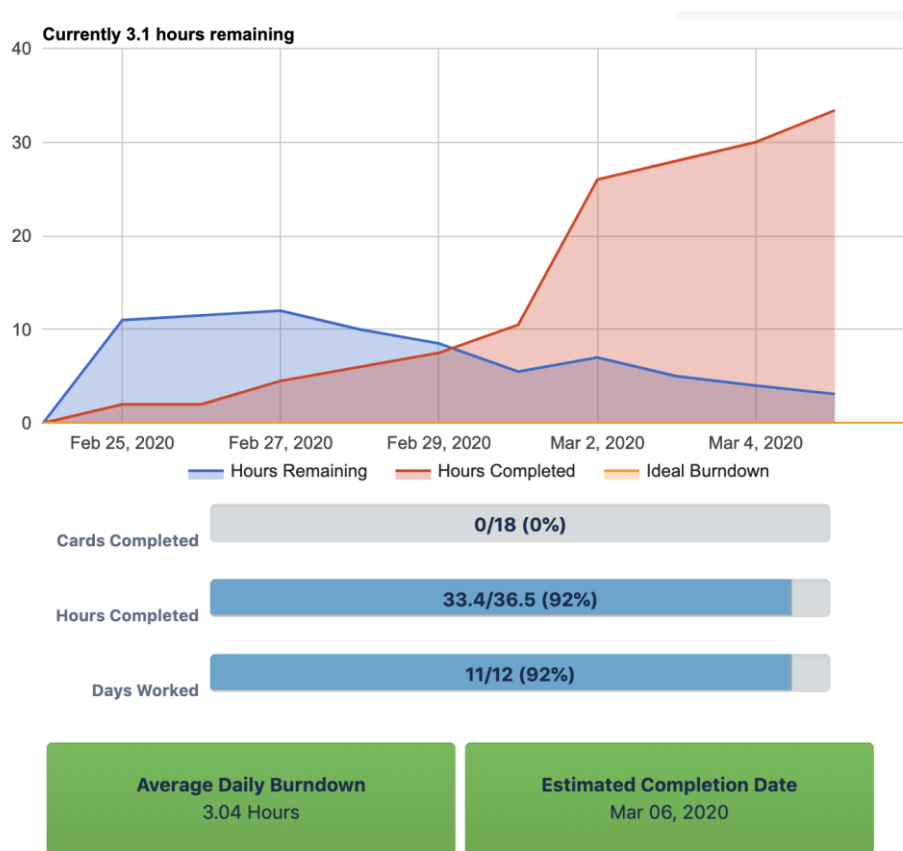
The initial roles for the group were as follows:

- Austin created CollisionHandler and dealt with Link Collisions
- Suraj dealt with all enemy collisions
- Dan dealt with all projectile collisions
- Huang dealt with environment collisions
- Xueyang refactored incorrect items from the previous sprint and worked on LevelBuilder and creating level csv files
- Ben worked on LevelBuilder and creating level csv files

Initially, most members seemed to be making good progress towards making the group's general checkpoint dates. However, in the middle of the second week, a lot of the group seemed to get sick and communication broke down again. Because of this, only 2-3 people were fully ready with their assigned parts by the second Friday-Sunday. This lack of communication also led to less team meetings being attended by the whole group, which then made it hard to review code and ensure that everyone was abiding by the deadlines.

By the end of the sprint, certain members had to take on some additional responsibilities to get more of the functionality working. The result was as follows: CollisionHandler and most Link, enemy, environment, item, and projectile collisions were completed. The items were refactored from the last sprint to be GameObjects that had Sprites instead of just Sprites. LevelBuilder (csv parsing) was developed successfully but not many csv files were created and there was no way to traverse between the levels with mouse clicks. Many code quality comments from the last sprint were also addressed.

To look at our general progress, here is a picture of our burndown chart from Trello:



As you can see, some tasks were created in the middle of the sprint as certain complications occurred and responsibilities were shifted. Additionally, a lot of implementation work occurred over the weekend and days following the second Friday of the sprint, which was the date that our group had initially chosen to be done with the functionality by. There are still some hours remaining which account for some of the missing functionality like item sprites being cleaned up, more csv files being built for levels, and developing a way to click through levels. For some reason, the Trello burndown chart's "Cards Completed" bar was not updating. However, I would estimate that 13-14 cards were truly finished with the others in some process of development.

In our next sprint, hopefully all members of the group will maintain communication throughout the sprint and abide by deadlines that the whole group decided upon. Also, people whose tasks were not finished will be asked to work on them enough over spring break so that they are functional, and we can resubmit this sprint for more accurate feedback.