Sprint Retrospectives

Below are some of the sprint retrospectives that we have documented.

Sprint Retro 8/11/21 - 22/11/21

Deliverables

Requirements Documentation including:

- Requirements List
- Personas
- Activity Diagram
- Use Case Diagrams
- Focus Groups

Specifications Documentation including:

- Specifications List
- Sequence Diagram
- State Diagram
- Low Fidelity Prototype

The deliverables were successfully completed in the timespan and the deliverables were reviewed with the supervisor and the entire team.

Retrospective Comments

During the Retrospective the team said they were happy with the workload, the software being used, the amount of documentation and the direction of the project. The team agreed to continue forward with the same direction as it has delivered well so-far.

Sprint Retro 23/11/21 - 3/12/21

Deliverables

Class Descriptions, Class Diagrams and Client-Server Protocols including:

- Card Class Description
- Board Class Description
- Server Class Description
- AI Class Description

Etc.

The deliverables were successfully completed and reviewed. Adjustments were made to the class descriptions to accommodate integration between client and server.

Retrospective Comments

This retrospective was focussed on how well the class descriptions were linked together and how they will allow us to program a prototype in the next sprint. The team is happy that the class documentation will be very helpful but expects that it will need to be reviewed again in future as part of the Agile process as code begins.

Sprint Retro (2nd – 16th Feb)

(notes)

-Load balancing, max load? Additional Requirement (stretch goal): load balance many players

-Multiple servers?

-Accessibility

Completed during the last sprint:

Game-dev

- InitialiseBoardState protocol implemented
- Option to include/exclude a bomb card
- AI can now send clues as a spymaster
- AI can now make guesses as a spy
- AWS proof of concept completed

Web-dev

- Panel can be moved inwards and outwards
- Score added to the sidebar
- Audio added including music and sound effects
- Additional validation, the clue box cannot be selected and written in by the spy

Goals for the next sprint:

Web-dev

- Better mobile compatibility
  - Sidebar needs to slide over the entire screen
  - There was something else I forgot
  - Move title to the sidebar on mobile
  - Adapt to resizable windows
- Add card animations (single animation for all cards?)

Game-dev

- Set up the score
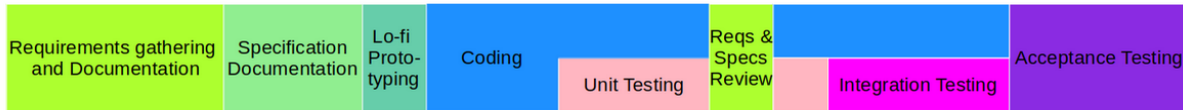- Set up the room and role selection screen

Integration

- Merge the web-dev and game-dev branches
- Get the web-dev and game-dev branches up to date

- Merge to master

Beyond this sprint:

Dive into unit testing and begin to prepare for a larger review.

| Requirements gathering and Documentation | Specification Documentation | Lo-fi Proto-typing | Coding | Unit Testing | Reqs & Specs Review | Integration Testing | Acceptance Testing |

Sprint Retro (4th march)

Completed during the last sprint:

Game-dev

- Validation
- Timer
- Code refactoring
- Scoring system
- Win/lose + bomb card

Web-dev

- Home screen
- Game set-up screen
- Role selection Screen
- Chat box contains player names

Integration

- Web-dev and game-dev integrated
- Update pushed to Main branch

Areas for improvement

Mobile compatibility is taking too long, in order to fix this, we will discuss ideas from everyone (both sub-teams).

Goals for the next sprint:

Week One

- Write a test document
- Implement a testing framework for JavaScript and Python
- Write a couple of example tests

Week Two

- Reflect on which requirements/specifications have been hit and missed.
- Reflect on what was missed from the requirements/specifications.

- Reflect on how diagrams and the prototypes have been followed.
- Discuss how to progress.
- Write up a short document about this.