Sprint Reflection #3

Context Project: Multimedia Services

Group: 5

User Story	Task	Task Assinged To	Estimated Effort per Task	Actual Effort per Task (in hours)	Done (yes/no)	Notes
As a user I should enter a Soundcloud url and the application should provide me a snippet of that song	Make sure that the application can handle different inputs like id, soundcloud link or track name.	Arthur	3	10	yes	The changes needed were bigger than expected. Most of the existing methods had to be changed.
	Parse metadata into database	Daan	5	20	no	Metadata partially parsed into database.
	Refactor the existing code to be more dynamic.	Arthur	4	3	no	Partially done. Some of the classes had planned changes that were not implemented yet. Refactoring of those classes will be done next sprint.
	Use database from play! framework	Stefan, (Daan)	5	4	no	Decided not to use the database of the framework since it was not very useful and the old database works fine.
As a user I should be able to listen to a preview of a song. This preview is based on the feature essentia of the song as well as the content of the comments	Integrate the feature essentia into the selection of the snippet	Jordy	6	0	no	
	Select the snippet based on comment intensity and the content of a comment	Tomas	6	4	no	Will be worked on 15th of May
As a user I want to be able to get a random song from the database.	Make a java class that calls a random song from the database.	Tomas, Stefan	1	3	no	Not yet merged, code does exist already
As a user I want to be able to add a song I like to my soundcloud collection.	Log in to Soundcloud	Jordy	1	7	no	The part of logging in is working, but the callback is not working yet
	Be able to like a song	Jordy	1	2	yes	Is a part of the log in of soundcloud, when that works. The like works too
	Product Vision	Responsible: Arthur	10	15	yes	
	Product Planning	Responsible: Jordy	10	4	no	Will be finished on the 15th of May
	Emergent Architecture Design	Responsible: Stefan	15	24	yes	
Main Problems Encountered						
Problem 1:	The play framework wasn't working properly on some of the machines.					
Reaction:	Several components had to work, and there wasn't spend enough time on during the previouw weeks. The play framework is now running on every machine of the team members. So this won't be a problem again next week.					
Problem 2:	Due to the size of the update of the database branch we ran into some merging problems which are the cause of some of the other no found in the database.					
Reaction:	We tried to merge it, but are running late because of this.					
Adjustments for the next Sprint Plan	Try to make smaller branches in the next weeks that contain less drastic updates.					
	Try to add more tasks to the Sprint plan that do not only contain coding.					
	Try to make more accurate estimates by thinking about the time it takes for the code to be tested and documented as well instead of just the time it takes to implement it.					