| | Sprint Review for Week 7 | | | | | |
|---|---|---|---|---|---|---|
| *Context Project: Computer Games*<br>*Group: 4*<br>*Based on pair programming.*<br>*deadlines for this week* | | | | | | *Green rows are* |
| **User Story Numbers:** | **Task:**<br>Ordered on highest priority first and lowest priority last | **Task Assigned To:**<br>[Responsible] ([Partner]) | **Estimated Effort per Task:**<br>Effort prediction in total amount of hours spent by all team members: | **Actual Effort:**<br>in total hours by all team members: | **Done:**<br>Yes/No | **Notes:** |
| - | Improve overall project test coverage. Minimal 60% without 'views' package. | Ben (Nick) | 13 | 10 | partial | Feature lock and events had to be decoupled. Rewards can be tested. |
| 1 | Create the collectible screen with image of the collectable, rarity indicator, date obtained and owner. | Jean (Martijn) | 14 | 17 | yes | Placeholders for collectibles |
| | Collectible screen should fit screen size. | | 2 | 3 | partial | Stretches the image in landscape. |
| 2 | Create a sortable collection architecture. | Martijn (Jean) | 16 | 8 | yes | |
| | Create a local storage for collectibles. | | 6 | 16 | yes | Used JSON objectmapper first, after discussion with team decided to use Java Serialization instead. |
| 3 | Extend server functionality. | Jurgen | 16 | 12 | yes | Duplicate code can be cleaned once all queries are made. |
| | Create an SQLite database to power the servers backend. | | 6 | 6 | yes | |
| | Create database schemas for identification, Timers, groups and collections. | | 4 | 5 | yes | |
| | Create a client for the game to communicate with the server. | | 8 | 10 | yes | |
| 4 | Create a Screen where users can make and join groups. | Martijn (Jean) | 12 | 5 | No | Moved to weekend because Client needs some refactoring. |
| | Allow players to submit fish to a group collection. | Jurgen | 2 | 0 | no | |
| 5 | Ask users what they think about the game and observe how they play the game. Document all bad habits as well as feedback. | Nick | 12 | 9 | partial | Still need to process received feedback and need to test 1 on 1. |
| - | Create the initial version of the CHI Paper | Jurgen | 5 | 4 | | |
| - | Update the EAD with new code and architecture. | Jurgen | 4 | 0 | no | |
| 6 | Balance events so users don't have to try many movements to understand how to how the event behaves. | Nick (Ben) | 10 | 3 | partial | Feature lock for next week. Moved to after the lock. |
| | Theme events and give the player a goal for completing that event. | | 8 | 0 | no | |

| - | Implement a notification for when a new stroll is available. | Ben (Nick) | 8 | 9 | yes | |
|---|---|---|---|---|---|---|

| Extra Task: | Task description: | Task done by: | Time spend: | Notes: |
|---|---|---|---|---|
| I | Refactored and simplified the generation of rewards (including Hue instead of wavelength). | Ben + Jean | 7 + 6 | Improved code after reading pull request. Code is now a lot cleaner. |
| II | Accellib | Nick | 8 | Interfacing was already done, however is now also connected to the app. |

| User Stories | |
|---|---|
| **User Story Number:** | **User Story:** |
| 1 | As a user, I want to be able to see my rewards |
| 2 | As a user, I want to be able to review my rewards at a later time. |
| | As a user, I want to be able to sort my rewards to quickly find a rewards I am looking for. |
| 3 | As a user, I want my data to be stored on a server so I have a backup of my progress. |
| 4 | As a user, I want to be able to create and join groups, as well as share my fish with this group. |
| 5 | As a user, I want to play an understandable and enjoyable game. |
| 6 | As a user, I want events to function fluently, so I can properly enjoy the game. |

## Sprint Retrospective:

**Main problems encountered:**
- Having to use Android specific code in the project led to some confusion. Research in another framework (Android) had to be done and proper interfacing was needed.
- Pull requests are still too large. This is mainly because of a discussion between developers. Some wanted the 'dev' branch to be fully documented and tested prior to merge request. This resulted in other developers holding their pull request to a later point, but still continuing to work on the branch. Eventually it becomes large.

**Major differencing in expected time and actual time:**
- We decided not to do the theming and balancing of the events until after the feature lock. Prioritization on new features seemed more important.

**Positive improvements:**

- Having a good foundation makes it easy to implement new things in a later stage. We put in a lot of effort in the construction of the various components in the game. We can now really quickly create new screens and events compared to the amount of time it took at first. This speeds up the creation of new content significantly.
- It's nice to see the final product getting closer. Since the feature lock is monday and we nearly completed all our goals, all that is left to improve the features that we currently have. It feels good to see that we managed to get all the things we really wanted in our final product.

**Improvements for the next sprint:**

- We still need to improve our test driven development. It's often hard to test something without the prior knowledge. This results in test being postponed until the end. If the end is too late, tests cannot be written before the end of the sprint. Time for testing needs to be made, and not something that we only if we have some time to spare.