

Sprint Retrospective

Team reflection | Sprint backlog | User story and test description

Our team, Imagination Terraformers, had a very productive Sprint One. We decided to focus on building user features that are not related to actual gameplay. We made this decision because we wanted to have the additional time in sprint one to look over the technologies that we will use for sprint two, where we will focus on actual game implementation. In order for the sprint one goals to be realized we divided the work amongst our team to best suit our skillset. We worked through the challenges such as switching screens, sending emails, managing local databases, and designing a reliable experience for our users. In the following paragraphs we will breakdown the roles of the sprint members so that there is a better understanding of what was done and how it was accomplished.

First to discuss is Austen's contributions. Austen worked on producing Sprites and Scenes in Unity's 2D engine that will be extremely fundamental in our spring two work. Another main topic of focus was importing these Unity scenes into Android Studio. He also assisted the team with design ideas and participated in creating tests for various functions of our application.

Following Austen is Joseph. Joseph worked very flexibly during sprint one helping everyone on the team accomplish their issues. He has spent time making sure the level designs for sprint two are ready for Austen so there is no delay once the next sprint gets going. Joseph worked alone on developing custom images and themes that we utilize in our project to show off VCU and also worked heavily with Sinead on the testing architecture. He also worked on the implementation of activity layouts and security for the forgot info page.

Sinead handled our sprint logs and documentation throughout the sprint. Along with this she also worked heavily on the testing architecture and layout implementation of several UI screens. Sinead was out of country for a period of time but still made impactful contributions to the team. Finally Gavin worked on back end implementations. This included data validation for the UI screens and the storage of data using a SQLite database. He also spent time looking into

connections for remote databases like MySQL. On top of this he also played a supporting role of helping other with their issues as problems arose.

Moving forward our team believes that we put in good work this sprint. We can utilize this experience to gauge how much we will be able to accomplish in a given sprint iteration. We were not able to complete every issue that we set out to accomplish this sprint, however all of the core features that we felt like were imperative to the app are present.

Figure 1: screenshot of issues from sprint 1

Sprint One

Past due by 3 days 9% complete

Plan to demo functional prototype on March 14th after class on Thursday.

	20 Open 2 Closed
1 Main Menu Button Images enhancement	1
#60 opened 7 days ago by gavinjalberghini	
1 So that I can interact with a game that resembles my school 1 General	3
#6 opened 21 days ago by gavinjalberghini	
1 So that I know how to find my way around the app 1 enhancement	1
#7 opened 21 days ago by gavinjalberghini	
1 So that I can receive help if I am stuck on the app 2 enhancement	1
#11 opened 21 days ago by gavinjalberghini	
2 So that no one else can access my data 3 enhancement	1
#12 opened 21 days ago by gavinjalberghini	
2 So that I can have a clean start on the game 2 enhancement	1
#24 opened 21 days ago by gavinjalberghini	
2 So that I can stop playing and delete all my information from the game 2 enhancement	1
#25 opened 21 days ago by gavinjalberghini	
2 So that I can use a name that I have come up with myself 2 enhancement	2
#28 opened 21 days ago by gavinjalberghini	
2 So that I can express to the developers my opinion on their app 2 enhancement	1
#29 opened 21 days ago by gavinjalberghini	
2 So that I can continue my progress in the game even if I forget my username 2 enhancement	1
#30 opened 21 days ago by gavinjalberghini	
2 So that I can continue my progress in the game even if I forget my password 2 enhancement	1
#31 opened 21 days ago by gavinjalberghini	
1 So that I can ensure that all of the required information for an account has been provided enhancement	2
#32 opened 21 days ago by gavinjalberghini	
2 So that my account information stays private 2 enhancement	2
#33 opened 21 days ago by gavinjalberghini	
1 So that I have multiple ways to login to the game 1 enhancement	1
#34 opened 21 days ago by gavinjalberghini	
1 So that I can get more information about the development team 1 enhancement	1
#36 opened 21 days ago by gavinjalberghini	
1 So that I can alter my user settings 1 enhancement	2
#41 opened 21 days ago by gavinjalberghini	
3 So that I can ensure my password stays secure 3 enhancement	1
#48 opened 21 days ago by gavinjalberghini	
1 So that I can tell when the app is loaded and ready 1 enhancement	1
#51 opened 21 days ago by gavinjalberghini	
3 So that I can compare my score with other people 3 enhancement	1
#52 opened 21 days ago by gavinjalberghini	
2 So that I can secure my password 2 enhancement	2
#53 opened 21 days ago by gavinjalberghini	

The figure above is a screenshot of the GitHub issues page for our Repository. Each issue houses the entirety of the user story with elaboration in it's description. All progress was reported in the form of comments by collaborators. In addition, all testing was commented on to each issue. In our project, testing is implemented in the 'androidTest' folder where each activity layout has a corresponding test class with tests that go over scrolling, button mapping, security, and all other forms of functionality for that given screen. For a more detailed explanation of test cases for each class, see the updated GitHub issues page.