

Defence Science and Technology Group (DSTG) and Swordfish Computing Project

Distributed Decision-Making



THE UNIVERSITY
of ADELAIDE

Sprint Retrospective – a1734056

Group COMPLEX 8

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a1746146	Patrick Capaldo
a1748751	Sarah Damin
a1749935	Sam Davies
a1773841	Hayley Richardson

Snapshots:

I attended the sprint review/planning meeting on 22/08/22 with the tutor James Caddy

Snapshot Week 3 of Group COMPLEX 8

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Product Backlog and Task Board:

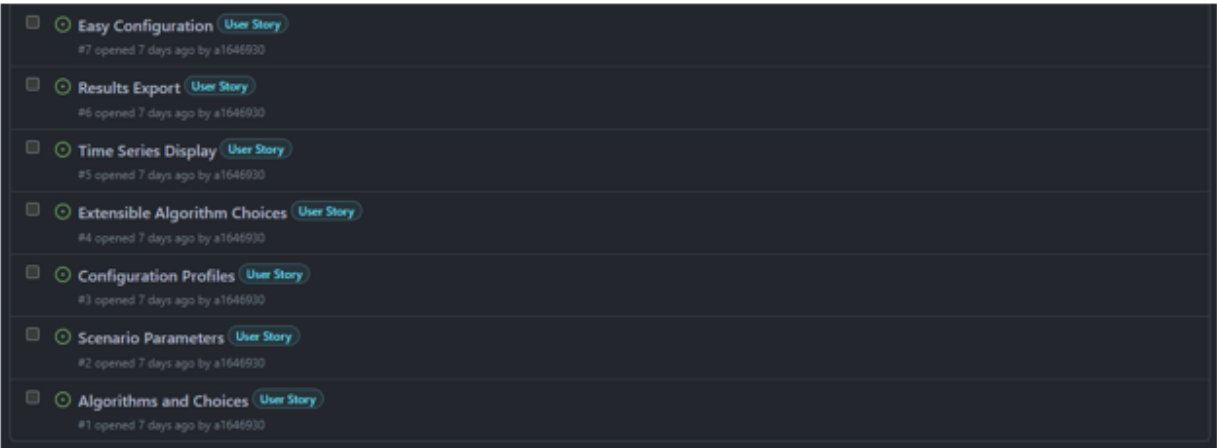


Figure 1: Product Backlog Screenshot

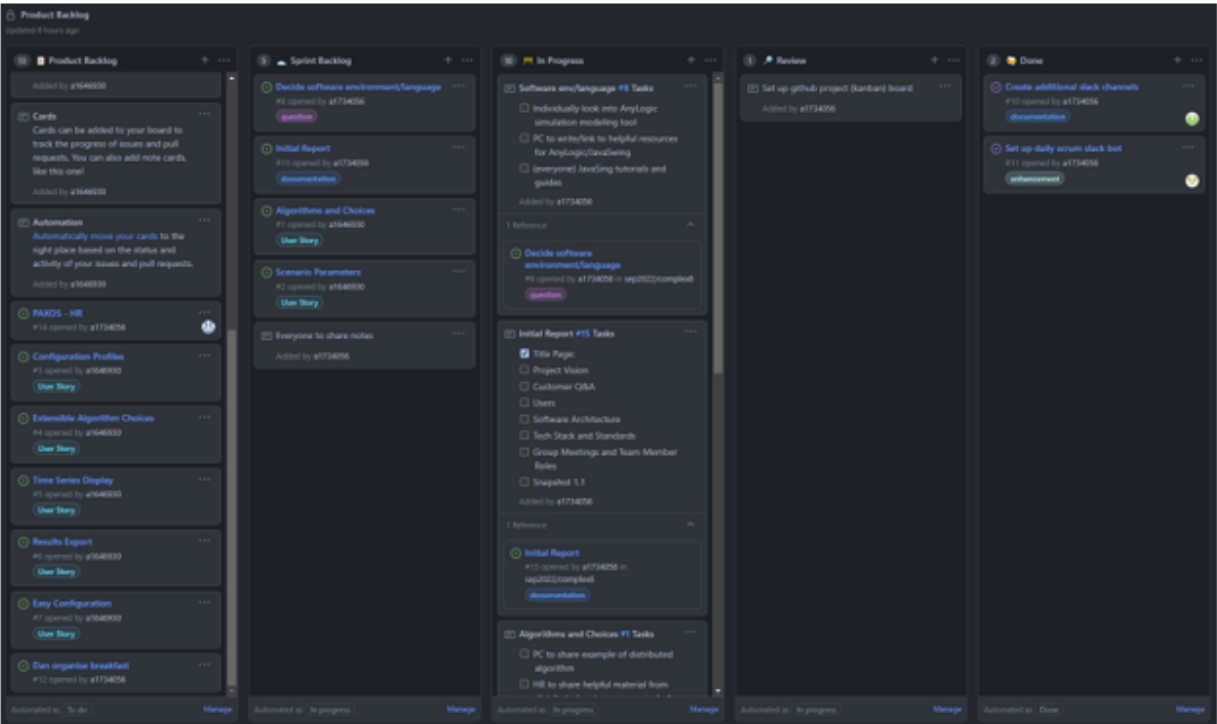


Figure 2: Task Board Screenshot

Sprint Backlog and User Stories:

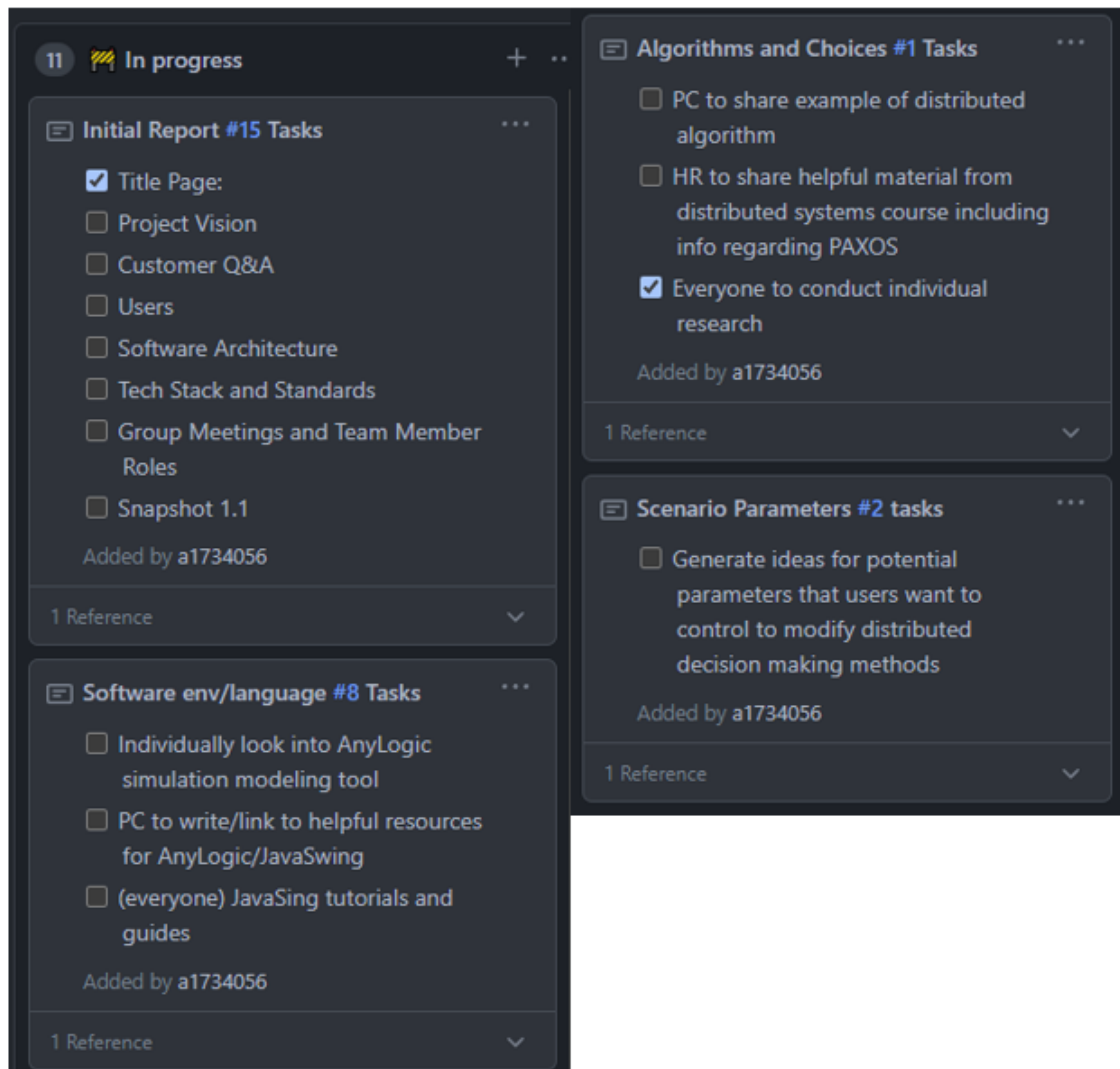


Figure 3: Sprint 1 backlog

The selected user stories for the current sprint are **Algorithms and Choices (Issue #1)** and **Scenario Parameters (Issue #2)**. The Algorithms and Choices user story is described by *“As a typical user, I want to be able to choose at least one algorithm to test, so that I can see how effectively it performs”*. The Scenario Parameters user story is described by *“As a user interested in experimental scenarios, I want to control the parameters of the scenario, so that I can better contrast the results of different algorithms”*.

Definition of Done:

- Code written and commented
- Documentation written and updated
- Code peer-reviewed
- Documentation peer-reviewed
- Tests written and passing
- Non-functional requirements met (UX, performance, availability)
- Acceptance criteria fulfilled

Summary of Changes:

In the sprint planning meeting with the product owner, the team reviewed the project brief in detail and broke down what the client wanted. The project scenario was also discussed, specifically the information and guidelines that were given about the cowboys (friendly agents) and aliens (unfriendly agents). Since this meeting, the team has performed individual preliminary research and literature reviews on distributed decision making methods. Several additional project oriented aspects were also considered, including what the user may wish to control/modify in their use cases, and ways in which scenario can be parameterised. A potential software architecture described by 'Design Patterns', a popular framework for building extensible and maintainable object oriented code, was also examined. In the week 3 team meeting individual work and research was consolidated, past experiences in related software fields were shared, and future actions for the sprint, including the initial report sections for the upcoming milestone, were allocated.

Snapshot Week 4 of Group COMPLEX 8

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Product Backlog and Task Board:

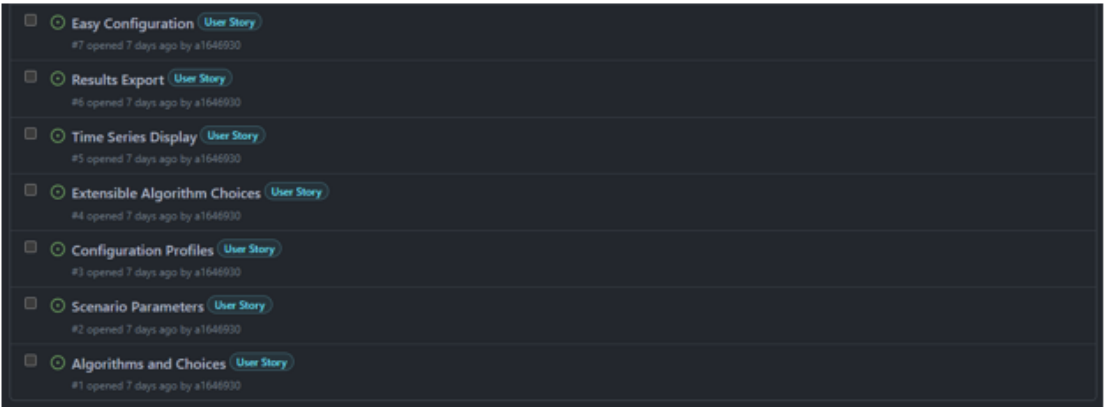


Figure 1: Product Backlog Screenshot

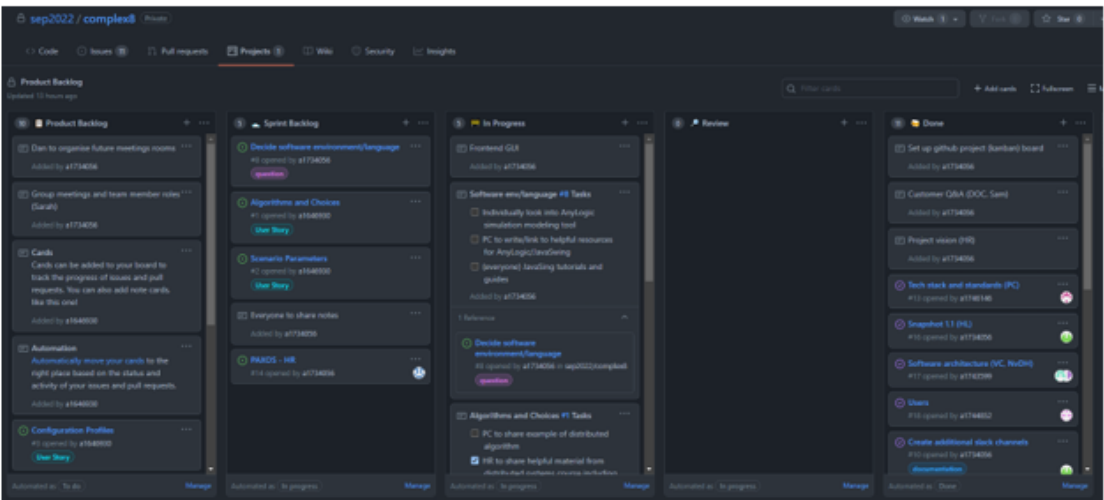


Figure 2: Task Board Screenshot

Sprint Backlog and User Stories:

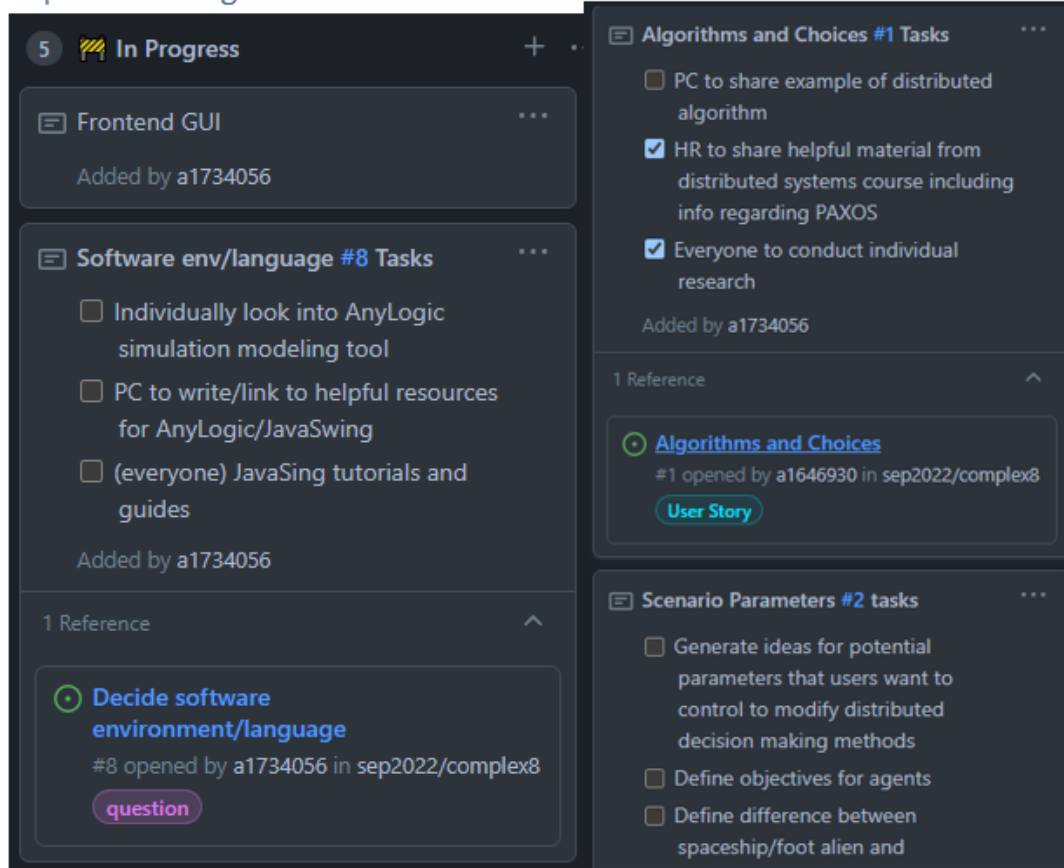


Figure 3: Sprint 1 backlog

The selected user stories for the current sprint are Algorithms and Choices (Issue #1) and Scenario Parameters (Issue #2). The Algorithms and Choices user story is described by *"As a typical user, I want to be able to choose at least one algorithm to test, so that I can see how effectively it performs"*. The Scenario Parameters user story is described by *"As a user interested in experimental scenarios, I want to control the parameters of the scenario, so that I can better contrast the results of different algorithms"*. As a part of this, the "Frontend GUI" card was added this week so the team can start understanding how these user stories will eventually interface.

Definition of Done:

- Code written and commented
- Documentation written and updated
- Code peer-reviewed

- Documentation peer-reviewed
- Code architecture conforms to specified design pattern.
- Tests written and passing
- Non-functional requirements met (UX, performance, availability)
- Acceptance criteria fulfilled

Summary of Changes:

Since the last team snapshot, the team has collectively accomplished the first initial report milestone. The team has solidified their understanding of our project vision and discussed how to accomplish our project goals. Our code architecture, which focuses on leveraging the advantages of 'design patterns' to ensure extensibility and scalability into the future, has been designed and communicated to team members. The tech stack and framework for the software system has also been written. Details of all these items were included in the initial report. In the week 4 meeting, the team's ideas for consensus problems in distributed systems were discussed, which was very helpful in aiding team members who did not have as much experience in these areas. In preparation for the sprint review meeting next week, the team has divided work into four areas to focus on, so that feedback and approval can be sought from the product owner. These areas are scenario design, backend distributed decision making framework, frontend GUI, and requirements documentation.

What went well in the sprint?

In this first sprint, the team worked really well in gaining familiarity with the agile project management framework. All team members shared a strong work ethic, so there was a lot of individual enthusiasm in learning about the project and the related field of distributed systems. This enthusiasm also translated to our regular team meetings, where everyone was prepared and eager to share thoughts and ideas. In these discussions, the team exercised great initiative and cooperation, especially when distributing tasks for each week as everyone was happy to work on their assigned tasks and offered to pick work that wouldn't double up on another individual's. Throughout the sprint, all team members worked well together and there have been no conflicts due to the shared open-minded mentality of the group. Overall this will help build better software as the shared knowledge base will be wider, and many more perspectives can be considered when making design decisions. A healthy team culture also encourages cooperation and facilitates discussion.

What could be improved?

An agreed consensus was that the regular team meetings should be more action oriented. Despite wanting to hear from each individual, too much time was spent on round the table progress/status updates. As a result, some team members were not entirely clear on what they should work on over the course of the week. This was detrimental to software development, as the lack of a clear work goal for the duration of the working period makes it difficult to focus and direct efforts on making measurable progress. Another aspect that could be improved was creating work that could be more independently managed and efficiently integrated. Ideally each team member can be issued certain tasks to work on independently over a sprint, and then it could be integrated/synchronised at regular intervals so that our project outcome could grow incrementally. Additionally, the GitHub project board was not used often, which meant that it was difficult to keep track of tasks and progress throughout the sprint.

What will the group commit to improve in the next sprint?

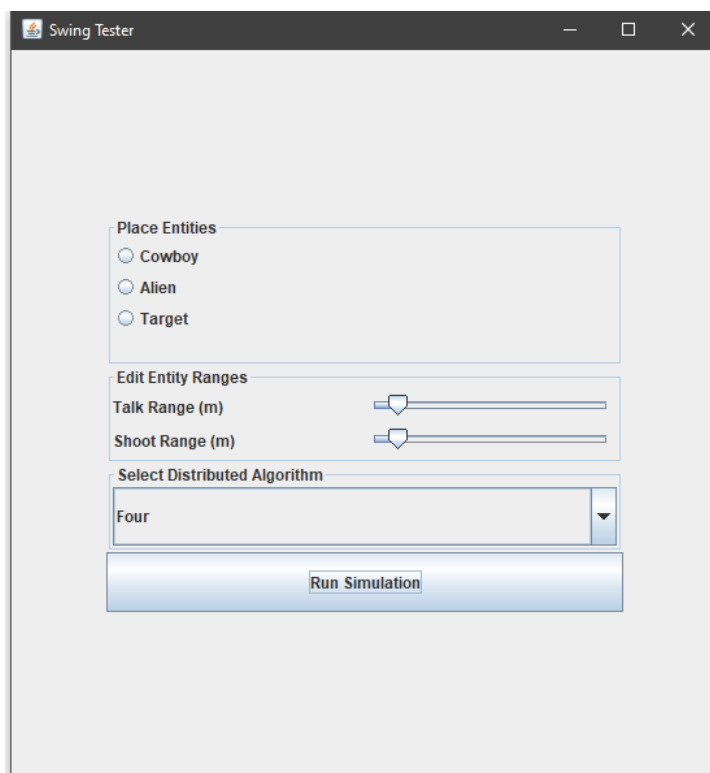
Efforts will be made to keep up to date with each team member's activities and progress to cut down on time spent in meetings updating each other. The team will be more committed to reading and reacting to daily standups of other team members, specifically those in the same subteam. Furthermore, it was decided that each team member would commit to writing a paragraph about their work accomplished in each week, so that everyone can read and catch up on their progress prior to each weekly meeting. This way more time in the meeting can be used for defining upcoming actionable tasks for future goals, which should improve the streamlining of software development. Additionally, the group will make more use of the GitHub project board in the next sprint. Everybody will be in charge of their own GitHub cards by immediately creating the relevant cards on the project board as soon as a relevant task is started. This will help software development as tasks can be tracked more efficiently throughout sprints.

Comment on your progress this sprint

My tasks:

- Metrics / outputs
- Cowboy behaviours
- Snapshot 1.1, 1.2
- Initial Report
- Frontend GUI

This sprint I was the scrummaster for the group. I focused my efforts on project administration, such as facilitating meetings, distributing work, group management, and updating the GitHub project board in the first few weeks of the project. The complexity of these responsibilities was fairly moderate, since there were no associated technical challenges, but I had to think critically about what was required to build good momentum within the team for the current sprint and the future. Away from project management, I also did my own research on distributed algorithms to stay as up to date as possible with the subteam focusing on that area. I also had regular meetings with the scenario design team who were responsible for the specifying details about the alien and cowboy parameters, where I was also able to work on and present my own ideas. The complexity of these tasks was relatively low, as I only contributed at a high level. Additionally, I have met a few times with the frontend GUI team to discuss their ideas on how the end user should interact with the software system, and I have independently created a mockup of the front end to seek approval from the product owner. This is shown below.



The complexity here was much higher, as this was the first time I had really programmed in Java. It took me a few days to become familiar with JavaSwing after setting up in my coding environment, but I was able to produce an outcome that gives us a good baseline for the future.