

SPRINT I RETROSPECTIVE

Team 9

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CSCE 315 - 501: Programming Studio

Department of Computer Science and Computer Engineering

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Retrospective

Overview

During this sprint, we focused on creating the graphical user interface of the game. We were able to finish everything listed in the Sprint I backlog with few setbacks or problems.

Sustainment

There was good communication between team members regarding task progress. We use instant messaging which is faster than using email. The tasks are distributed evenly where the front-end developer deals with graphics, the back-end developer codes the game logic, and the project manager helps out where needed. For future sprints, we will continue to work with this distribution which may change if there are setbacks. We completed all the backlog items for Sprint I with time afterwards to do exhaustive testing.

Improvement

Since there were product changes, we will have to adjust the code. The game board graphic is currently one image which will have to be changed to display variations in the number of holes on each side. Graphical user interface is limited with java swing so Photoshop was used to create images, however, using Photoshop was time consuming.

After starting on the game logic, we also found that changes will have to be made to the graphical user interface, so in the future, we will probably write more of the back-end code before the front-end code. With our inexperience in Agile development, it is difficult to properly estimate how long each task takes and after reviewing the product backlog, it seems that Sprint I will have a lighter workload than the other sprints.

Changes

Backlog items regarding the product changes were added and a few unnecessary items were removed. Some backlog items were moved up because they are more important. The estimation of the amount of time needed per task was also completed and added to the product backlog.