

# **SPRINT III RETROSPECTIVE**

## **Team 9**

**Students:** Claire Duong, Amy Li, Han Hong

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**CSCE 315 - 501: Programming Studio**

Department of Computer Science and Computer Engineering

Texas A&M University

# Retrospective

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## Overview and Objective

This sprint focuses heavily on implementing a client-server function calls that are supported by the AI interface. Sprint III takes on the tasks to create the client-server system based on the game logic in Sprint II. The client allows players to be able to play online. The server provides a platform to host the game.

## Noteworthy Sustainment

There was good communication between team members regarding task progress. We used group messaging to communicate instantly. We also used an online coding tool to sync code to the clouds and work on it together. Cloud9 is the real time collaboration tool we used. It was possible for this sprint, as we no longer need a desktop size software to code together. It is also more portable and can be accessed any anywhere. We all worked on the code and had even code distribution. Sprint III is improved from sprint I and sprint II due to more experience we gained. We completed the connection between the client and the server and implemented function calls that are supported by the AI interface.

## Areas of Improvement

We had slow progress sometimes because the functions are interconnected with one another, and we had to wait on some functions to be done before we could move forward. There were no specific list of special rules so team members were not uniform on how some moves are supposed to work. It was also difficult to estimate how long each function would take to implement, and the product catalog was adjusted based on progress made.

## Future Changes

In the future, we could improve on communication and time management. We think it would be a good idea to if we can develop a big picture of the project and put down what needs to be done so that everyone is on the same page. With clear understanding of what specific tasks need to be done and effective time management, we will go a long way for our future projects and tasks.