

SPRINT II 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 and Objective

This sprint focuses heavily on the logic behind the game. Sprint II takes on the tasks to create the structure that Sprint I needs to draw. The main objective is to produce the data structure of a board so that GUI can take product in as an argument and draw as designed. Rules and details of the game are all implemented in this part of the sprint.

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 II is improved from sprint I due to more experience we gained. We completed the game algorithm and AI functions.

Areas of Improvement

We had slow progress on some days, and since the functions are interconnected with one another, sometimes we had to wait on some functions to be done before we could move forward. There were no concrete 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 would have to be adjusted accordingly.

Future Changes

In the future, we need to utilize downtime better. We also need make improvements on time management. We think it would be a good idea to have a master planning session, meaning that we can write pseudo code and put down logics for algorithms before we start engaging in implementing the functions. Hopefully it will give us a better idea of what specific tasks need to be done and lead for us to be efficient in a time managing standpoint.