Retrospective - Iteration 4	https://docs.google.com/sp	Multimedia Services		Team: The First Order						
User Story	Task#	Assigned to	Done	Estimated effor	Actual offert	Notes	Pull request			
•	I dSK #	Assigned to	Done	Estimated entit	Actual ellort	Notes	Full request	_		
Sprint planning	Croots aprint plan	Rubon	Vac	1	1		Decumentation			
As a team, we want to have a good	Create sprint plan	Ruben	Yes	1			Documentation			
overview of tasks that need to be done	Create sprint retro	Ruben	Yes	I	ı					
and we want to reflect on work from										
previous sprints to improve.			.,							
Product architecture	Keep architecture doc	Hung	Yes	2	2	Was done by Ruben	Documentation			
As a user, I want to be able to see the	up-to-date									
oig picture of the software, so I know										
how to implement new functionality.										
Core product										
As a user, I want to be able to add a cue	Finish timeline	Christian	Yes	4		Figuring out the different callbacks	https://github.com/rubenwiersma/thefirstorder/pull/37			
o the timeline by selecting a point on the	Finish map	Christian	Yes	6	8	took extra time	https://github.com/rubenwiersma/thefirstorder/pull/35			
timeline, a camera and a player in the map.	Integrate components	Ruben	Yes	10		Time was spent getting to know other people's code but it turned out to be		m/rubenwiersma/	thefirstorder/tree/featu	ure/merge-timeline-n
		Hung		4	0	better for Christian to put timeline and map together as he could do it faste				
	Create project builder	Chris	Yes	12	12		https://github.com/rubenwiersma/thefirstorder/pull/43			
	PDF in frontend	Martin	Yes	3	6	It took some extra time to figure this one out	https://github.co	m/rubenwiersma/	thefirstorder/pull/39	
		Hung		0	6	Hung eventually helped to make it work				
Testing .	Make tests for front-end	Martin	No	4	0	Our priorities this week had shifted, because we only had two days to work	before the prese	ntation		
As a developer, I want my code to be		Christian	No	2	0	This meant that demo features had more priority.				
reliable and secure. Testing has to be up										
at 75%.										
Pull requests	Handle pull requests	Ruben		2	2					
As a developer, I want my code to work		Hung		2	2					
correctly and I want others to know about		Chris		2	1					
and comment on my code.		Christian		2	1					
		Martin		2						
Camera concurrency	Handle camera availability		In progress	6		In order to make this work, Hung had to spent some time	https://github.co	m/rubenwiersma/	thefirstorder/tree/feato	ıre/camera-availabil
As a user, I want to be able to see		- I I I I	progress			on getting dependencies right.				
what cameras are available and which						James approximation of the second of the sec				
ones are used.										
Different users	Handle user roles	Martin		5	5		https://github.co	m/ruhenwiersma/	thefirstorder/pull/34	
As a user, I want to be able to login and hav		Wichter					nttpo://gitriab.oc	Thrubertwictorius		
a different view depending on my role.										
Problem 1										
Description: Short time before demo										
Description: Short time before demo Reaction: We moved some priorities around	to got everything to work for	the dame but t	hie regulted in ba	nety work and as	toneion with:	n the group				
· · · · · · · · · · · · · · · · · · ·		-		•	-	· · · · · · · · · · · · · · · · · · ·				
The two days didn't give a lot of time to start		-	-	ing is line flow. Nex	r Meer Mill De	noma				
so we have time to catch up on some work t	inen and get ready for the Mit	u-terrir evaluatio	11.							
Problem 2										
Problem 2										
Description: Task size too big		This are	latin and to the							
Reaction: Some tasks had more than 8 hour	*	-	istic and should h	nave been divided	in smaller chu	INKS.				
It resulted in unrealistic expectations for a ta	isk and the work that was ned	cessary for it.								
Problem 3										
Description: Undersumented libraries frames	works and package manager	'S								
Description. Ortoocumented libraries, frames										
Reaction: We use some libraries and general		le (like getters a	nd setters and so	ome data stuctures) so we can fo	ocus				

It also took some time for members of the team to cross the learning curve, but we managed to get the hang of it and are all coding now.										
Adjustments										
1. We will be less lenient in letting distractions (also from other courses) slip in during work hours at the faculty.										
Task allocation will be clearer and split up more.										
3. We will be clear about what libraries, frameworks and package managers we use in our architecture document, so it's easier to see what we did										
4. Pull requests cannot be merged by the one requesting the pull request										
5. The demo will be walked through beforehand to see if there are any mistake still there and we will use demo data.										
6. A single member will be responsible for a task, but the task is split between members to make sure we don't get 'experts'										