

<b>Retrospective - Iteration 6</b>	<a href="https://docs.google.com/spreadsheets">https://docs.google.com/spreadsheets</a>	<b>Multimedia Services</b>		<b>Team: The First Order</b>					
User Story	Task #	Assigned to	Done	Estimated effort	Actual effort	Notes	Pull request		
<b>Sprint planning</b>	Create sprint plan	Ruben	yes	2	2		<a href="https://github.com/rubenwiersma/thefirstorder/pull/90">https://github.com/rubenwiersma/thefirstorder/pull/90</a>	Documentation	
As a team, we want to have a good overview of tasks that need to be done and we want to reflect on work from previous sprints to improve.	Create sprint retro	Ruben	yes	2	2		<a href="https://github.com/rubenwiersma/thefirstorder/pull/90">https://github.com/rubenwiersma/thefirstorder/pull/90</a>		
<b>Product architecture</b>	Keep architecture doc up-to-date	Hung	yes	2	0	Hung spent time on fixing a build error in Ruben's branch while Ruben worked on the Architecture document	<a href="https://github.com/rubenwiersma/thefirstorder/pull/90">https://github.com/rubenwiersma/thefirstorder/pull/90</a>		
As a user, I want to be able to see the big picture of the software, so I know how to implement new functionality.		Ruben		0	2				
<b>Pull requests</b>	Handle pull requests	Ruben	yes	4	4			Code quality	
As a developer, I want my code to work correctly and I want others to know about and comment on my code.		Hung		4	4				
		Chris		4	4				
		Christian		4	4				
		Martin		4	4				
<b>SIG changes</b>	Make tests for 80% coverage	Martin	yes	4	8	Spent a lot of time on UserResource tests, because UserDTO was hard to reach	<a href="https://github.com/rubenwiersma/thefirstorder/pull/81">https://github.com/rubenwiersma/thefirstorder/pull/81</a>		
As a developer, I want my code to be reliable and secure. The code has to accept at least 8/10 points in the SIG report.		Chris		0	2				
	Remove duplicate code	Christian	no	3	0	This duplicate code was part of Angular routing code and was not logical to put somewhere else			
	Make multiple arguments one o	Christian	no	4	0	Multiple arguments are part of the inject strategy, so we decided to keep them			
<b>Front-end code quality</b>	Fix map code	Hung	yes	4	4	Had to look up how directives worked and how to communicate between views	<a href="https://github.com/rubenwiersma/thefirstorder/pull/65">https://github.com/rubenwiersma/thefirstorder/pull/65</a>		
As a developer, I want my code to be readable and written in the correct style, so others can understand and edit my code easily.	Fix timeline code	Ruben	yes	4	4	^	<a href="https://github.com/rubenwiersma/thefirstorder/pull/88">https://github.com/rubenwiersma/thefirstorder/pull/88</a>		
	Fix scripting code	Hung	yes	4	2		<a href="https://github.com/rubenwiersma/thefirstorder/pull/88">https://github.com/rubenwiersma/thefirstorder/pull/88</a>		
		Ruben	yes	4	4				
<b>XML export</b>	Process feedback from PolyCas	Christian	no	5	3	XML export script was not working on Christian's computer, so we decided to switch his task to the live view to get him started on something we could implement		Features	
As a user, I want to be able to export XML documents that are useable by other software so I can use my data somewhere else.									
	Investigate and implement other	Martin	yes	2	2	Martin spent time on getting the XML export to work with the new entities	<a href="https://github.com/rubenwiersma/thefirstorder/pull/85">https://github.com/rubenwiersma/thefirstorder/pull/85</a>		
	Investigate and implement other export types.	Christian	no	4	0	Christian switched to a different task (live view)			
<b>Software intuitivity</b>	Improve map interaction	Hung	yes	5	4	Wasn't as hard as the 'backend' of the map, so took less time	<a href="https://github.com/rubenwiersma/thefirstorder/pull/65">https://github.com/rubenwiersma/thefirstorder/pull/65</a>		
As a user, I want to be able to use the software intuitively and with functionality that works well so I don't have to spend time getting to know the software.	Improve timeline interaction	Ruben	yes	4	4		<a href="https://github.com/rubenwiersma/thefirstorder/pull/88">https://github.com/rubenwiersma/thefirstorder/pull/88</a>		
		Chris		2	0	Chris spent this time on helping with testing			
	Improve project interaction	Chris	yes	3	10	Chris spent a lot of time getting the interactions to work smoothly and had to fix merge conflicts and other back-end issues	<a href="https://github.com/rubenwiersma/thefirstorder/pull/79">https://github.com/rubenwiersma/thefirstorder/pull/79</a>		
							<a href="https://github.com/rubenwiersma/thefirstorder/pull/80">https://github.com/rubenwiersma/thefirstorder/pull/80</a>		
<b>Map functionality</b>	Image upload	Chris	yes	3	0	Martin spent more time on it than Chris, because Chris was working on the project			
As a user, I want to be able to add a map image to a map.		Martin		1	3	these two parts are connected though, as a map is uploaded to a project	Not yet pull requested		
	Image linking to map	Chris	no	2	0				
<b>Scores</b>									
As a user, I want to be able to see a score with my timeline, so I know where I am in the piece.	Score upload	Martin	no	4	0	This was a low priority task and more time was spent on other tasks			
		Chris	no	1	0				
	Display score in timeline	Martin	no	2	0				
<b>Live view</b>	Create live view	Christian	yes	0	7	Had to create it twice, because the first version didn't work well	<a href="https://github.com/rubenwiersma/thefirstorder/pull/84">https://github.com/rubenwiersma/thefirstorder/pull/84</a>		
As a user, I want to be able to see a live view during production to see what cues are next, so I can use the software in a wider context.						This task was added, because we saw that some of the backend tasks were not necessary and we thought this feature was important to show PolyCast the added value of the software for their entire workflow			
<b>Feedback</b>	Contact PolyCast for feedback	Chris	Chris	2	2			Feedback	
As a developer, I want to receive and process feedback on the current state of my application from the client so I can create a product that fits his needs.									
	Process PolyCast feedback	Chris	Chris	3	0	Polycast has only replied with a note to say they'll get to feedback later			
		Martin	Martin	3	0				

<b>Problem 1</b>																			
Description: As we were looking through the comments SIG made, we saw that some code they commented on would not improve on changes. One example is their remark about many arguments in a function.																			
Because we use injections to get access to our Java classes in javascript, we need to enter all these injections as arguments. It would not improve code maintainability if we were to put these in one object.																			
We can, however watch that we don't use redundant arguments.																			
Reaction: We changed around the tasks to still give Christian a task. This is the live preview mode, which turned out to be a good fit for Christian as it involved the right type of work (front-end, little interaction with back-end																			
<b>Problem 2</b>																			
Description: Some small tasks with low priority were not completed or done.																			
Reaction: Because we spent some time on high priority tasks, like creating more tasks and fixing basic front-end functionality, we didn't do smaller tasks that were added as an extra to the backlog.																			
<b>Problem 3</b>																			
Description: One task could not be completed because of code that didn't work on one computer.																			
Reaction: We tried to fix the code on that machine and tested the code on our own computers (which worked), but it took a long time to finally find out what was wrong (gradle imports). This halted the progress on the XML features.																			
Eventually, we got the code to work, but then someone else had already worked on that task.																			
<b>Problem 4</b>																			
Description: No feedback from PolyCast.																			
Reaction: We received feedback from PolyCast on the XML documents, but haven't been able to retrieve feedback from them on user interaction. We decided to wait for their feedback to process it in the next sprint																			
and will do user testing in the last week in order to give recommendations for our software for further production																			
<b>Adjustments</b>																			
1. We will focus on removing redundant code in next sprints. This will help coverage and code usability.																			
2. The sprint backlog will focus more on 'high priority' user stories, so we can work on all of them.																			
3. When there is a problem with running code on someone's computer we will help out to make sure that person can get going as quickly as possible.																			
4. We will do more user testing and gain feedback from non-polycast members.																			
5. We will keep meeting everyday, but have a more 'strict' form of the standup, so tasks are discussed each time.																			