

Iteration 1		Multimedia Services		Team: The First Order	
User Story	Task #	Assigned to	Estimated effort	Actual effort	Notes
A user can view the score, map and summary	Set up user interface	Christian	3	2	Was started late
	Create score view	Christian	1	0	
	Create map view	Christian	1	0	
	Create summary view	Christian	0.5	0	
	Set up Spring Boot	Hung	2	2	
	Design user interface	Chris	3	6	
	Integrate UI with model	Chris	2	0	
	A user can add a cue to the timeline	Set up cue class	Martin	2	
Set up a script class		Martin	2	3	
A user is able to add camera and instrument	Set up camera class	Ruben	1	1	
	Set up instrument class	Ruben	2	1	
	Set up map class	Ruben	2	3	
Camera actions are saved to the database	Set up database	Hung	3	2.5	
Extra work	Setup Gradle	Hung		1.5	
	Create Project class	Martin		0.5	
	Product vision/plan	Martin/Chris		3	
	Product architecture	Hung		2	
Problem 1					
Description: Sprint backlog not complete. We did not have a user story or task for any of the document deliverables in our planning.					
Reaction: This resulted in those tasks being overlooked and assigned to a person last-minute, also our time estimate was skewed.					
We assigned the tasks of writing these documents on the go.					
Problem 2					
Description: Some work was started late.					
Reaction: Because of kingsday, we lost a full day of possible work, which resulted in us having to get a working version ready on thursday.					
If we had sprinted faster at the beginning of the week, this would have been foreseen.					

Our reaction was to get something ready quickly on thursday and we made it a point in the meeting to discuss issues with starting late.					
Problem 3					
Description: User stories not complete. In the sprint backlog, our user stories were too short and non-descriptive.					
Reaction: The tasks we were supposed to do where not complete enough, which resulted in work being short of fully satisfying					
the real user story. If user story is short, it's easier to satisfy, but it also means the feature might not be practically working in 'real life'					
Adjustments					
1. We have created a better sprint backlog, with more complete user stories, priorities and assignments.					
Deliverables are now also taken into account and not every task has an A for priority.					
2. We have agreed to start working quickly and have looked at the full week as a team to see what's coming up.					
For example: we have two deadlines on wednesday and thursday and friday are off days. This means we have less time to work on things					
in that part of the week and it means we will have to start work early on in the week.					
3. We have adjusted our time-estimates and planning to be a little bigger, so we feel the urgency of putting in more time for features.					
This also gives us 'more time' to incorporate testing in our development cycle. A feature is not complete until it has been tested					
4. We have changed assignments of tasks between team members: people who only worked on the front-end are working on the back-end					
now too, which results in more awareness of the full project for the whole team.					
5. Pull requests will need to have comments before they can be merged from now on.					