

Sprint 2 Retrospective

After Sprint 1, we obtained a numerous amount of changes for our project and our team had to quickly adjust to this new outlook on our project. There were plenty of good aspects during this spring and other aspects that will require further improvement. One of the good aspects was how quickly our team was able to adapt to these new requirements, in the sense that we planned and prepared our product and sprint logs in order to tackle the issues that we were going to have at hand. Therefore careful planning was taken and that helped us be able to split the work through our team in a deliberate fashion where we could all tackle the issues we needed. During our scrum meetings, we were able to discuss the progress we were able to make on the different items that needed to be accomplished. Another aspect that was changed was our time efficiency on our parts. Different parts need to be accomplished in order for the next person to continue adding on to this aspect. This allowed for each of our team members to be responsible for the duties they were and were not assigned in order to try to make the most progress possible.

However, one aspect that needs improvement is clarification on the product we are trying to deliver. Our team quickly adapted to this idea we had about how the game will be created and adapted to the new changes that were presented. However, by the end of the week, with more students asking questions, it became evident that we had the wrong idea of our game. As a matter of fact, we were only looking at our project from the front-end perspective and made the assumption of there being a separation between the client and server aspect and the actual front-end of our game based on what the user sees. However, this was not the case and therefore our efforts quickly changed to tackle the issue of the client and server and being able to implement this aspect with our game. We had considered tackling this issue last by implementing everything else first, but instead we tackled the issue as quickly as possible. As a result, this part of our project will be taking the longest amount of time due to the abruptness in having to channel our focus to this aspect and all the specifications required.

Despite our planning ahead, our idea of the project was at first different than the requirements provided. As a result, our product log and sprint tasks changed quite drastically, with more aspects added and much more aspects of the client and server to be done during this sprint than what had been planned at the beginning. Despite being able to accomplish most of the items listed on our sprint, we also had to add addition items that served in setting up the basic configurations for the client and server. As a result, we pushed pack certain items we had planned to do in this sprint to the next sprint and added new items to our log in order to make up for it, not to mention necessary for our project. For the future, we only have one last sprint left and therefore, we need to make to be even more efficient with our time. As our focus is now only on the client and server aspects of our game considering we were able to finish the pruning for our game, we now need to focus on implementing various users and AI's to play on the game and report back the appropriate responses between client and server. This will require further research in how to best sync this information along with implementing any additional components necessary.