

## **Team 21 Retrospect Summary**

Our team consisted of three members, including Karl Lawson, Sneha Santani, and Yerania Hernandez. Initially, we divided our team in major tasks to be completed alongside with smaller tasks based on importance. For example, we divided the first set of instructions we received for the game between the algorithm and the interface of the game that the user could see. This helped focusing our time on each major task and allowing to set the foundation and basic setup for each component. Our initial thoughts were also that we would be able to focus on more detailed aspects of our game by the second sprint along with having the majority of the game accomplished by the second sprint. The bugs and updates would be done on the way and would also be our main focus by the last sprint. This would give our team an opportunity to participate in important aspects of the game.

In reality, these responsibilities changed as we received the numerous changes for Sprint 2. The main reason for this change was the many additions we did not anticipate, the complication of some of the functions, along with our misinterpretation in the middle of Sprint 2 and having to reorganize ourselves to better tackle all the tasks necessary for our sprint. As a result, by Sprint 2, due to the drastic changes we did not anticipate, we were able to divide ourselves once again among major tasks, but this time, considering our min-max tree was completed, we focused on the client and server aspect that was the most complex aspect of the game based on our team experience. Considering we had worked diligently during Sprint 1 to setup the majority of the game, we were able to move our focus to adaption to the server and client aspects. As a result, one of our members focused on the setup of the client and server in order to allow the other two members to continue adding functionality throughout it. This took a significant part of our time due to the amount of research needed to understand how this aspect of the game worked and how we would prefer to structure it. Considering we had implemented the AI against the player and the player against the player, it was a simple decision of using one server and connecting multiple clients to this server. The interface still had to be adapted to these new changes and two different people worked on this aspect considering additional features needed to be implemented. As a result, each person had a specific specialization for the major tasks and we all depended on each other's work for various functions within the client and server and therefore were strongly involved in deciding and structuring this aspect of the code as well. The last aspect we dealt with and where we worked together to accomplish was the timer due to how dependent it was on every part of the game. We also tested and debugged together for any mistakes and aspects of the game that needed to be improved.

We definitely would have organized our team slightly differently now that we know what was more time consuming, what all the components of our game that needed to be implemented, and what aspects we struggled with the most. We would have perhaps put more time in our project in the interface aspect had we known about pie rule, the timer, and the two client variation needed. This would have been our made focus for Sprint 1 and the last two sprints would have been focused on the client and server. We would have been able to add more functionality to our game had there been better communication on the goal of this project. We had to spend more time on this specific project due to misinterpreting our tasks during the middle

*TEAM MEMBERS: Karl Lawson, Sneha Santani, Yerania Hernandez*  
*TEAM NUMBER: 21*

of Sprint 2. This definitely was one of our main issues considering we were implementing an aspect of our game the way we had interpreted the meaning of the project. However, we quickly adapted our backlog and our sprint goals to make up for these adjustments. This made it us put more hours in than anticipated, but it helped us prepare for Sprint 3 and allowing us to focus on the smaller details considering we had all the setup necessary by the end of Sprint 2. Finally, our team agreed on all of our individual multipliers and the break down has been included. These multipliers represent an accurate view of our relative contributions on the project that we all agree with.

*Individual Multipliers:*

- Karl Lawson: 1.00
- Sneha Santani: 1.00
- Yerania Hernandez: 1.00