

Sprint Period:

11.12.2023 - 24.12.2023

Team Overview:

- Radu (Lead Android Developer) - has only done code reviews
- Eduard (Android Developer) - has only done code reviews
- Cosmin (Android Developer)

Planned backlog items:

- improve joystick handling

Implemented backlog items:

- improve joystick handling (incomplete)

Implemented user stories:

- saving games in a user accessible folder, for easy files backup, copy-pasting and modifications

Items added after start:

- improved joystick handling

items removed before end:

- UX and info screens
- UI rework
- Parallax effect

backlog Items pushed to future sprint:

- UX and info screens, UI rework, parallax effect

User stories covered in this sprint and their acceptance criteria:

Improved joystick handling:

- As a gamer, I want the app to improve joystick handling so that I can have a smoother and more reliable gaming experience.
- Acceptance criteria:
 - joystick movements:
Given the app is running
When a user interacts with the joystick
Then the app should accurately detect and process joystick movements
 - controller connection:
Given the app is running
When a gamepad is connected
Then the app should start processing joystick movements and trigger presses
Given a gamepad is disconnected
When the app is running

Then the app should stop processing joystick movements and trigger presses

- compatibility:

Given the app is running

When various types of gamepads are used

Then the app should work seamlessly with different brands, models, and versions of gamepads

Sprint review:

In this sprint, Cosmin handled the coding part of the joystick feature, Radu and Eduard reviewed his code and after the sprint meeting, we concluded that Eduard will finish the feature next sprint and that we will drop the remaining UI/UX features in the foreseeable future.

Sprint retrospective:

What went well:

- Autonomy of devs improved their productivity, even though only one actually coded.

What went not so well:

- As in last sprint, we couldn't spend as much time as we initially agreed to on coding, so we will not be able to implement all the features in the MVP.

Improvements:

- Reduce the scope of project, meaning that we will implement far less features than initially planned.