

## Sprint 4: Retrospective

Sprint 4 ran from Wednesday 17th May 2017 to Friday 19th May 2017.

The release was published in the evening of Friday the 19th.

### **The user stories completed:**

"As a player I would like to see the accumulative score of each player in the game"

- Effort level: 5
- Reward points: 2
- Estimated velocity: 0.4
- Actual velocity: 0.33

"As the dasher, I must be able to see the real definition of the word"

- Effort level: 7
- Reward points: 3
- Estimated velocity: 0.43
- Actual velocity: 1.5

"As the dasher, I must be able to write my definition of the word of the round"

- Effort level: 4
- Reward points: 3
- Estimated velocity: 0.75
- Actual velocity: 1.5

"As the dasher I need to select if the definitions provided are correct."

- Effort level: 6
- Reward points: 3
- Estimated velocity: 0.5
- Actual velocity: 0.5

"As a general player, I would like to see who won the round"

- Effort level: 1
- Reward points: 2
- Estimated velocity: 2
- Actual velocity: 2

"As a general player, I would like to see the word selected by the dasher"

- Effort level: 2
- Reward points: 3
- Estimated velocity: 1.5
- Actual velocity: 3

"As a player I would like to see if I won the game"

- Effort level: 4

- Reward points: 3
- Estimated velocity: 0.75
- Actual velocity: 3

"As a general player, I would like to see all the definitions of the word given"

- Effort level: 5
- Reward points: 3
- Estimated velocity: 0.6
- Actual velocity: 0.75

"As a general player, I would like to see the points awarded at the end of the round"

- Effort level: 2
- Reward points: 2
- Estimated velocity: 1
- Actual velocity: 1

The estimated times to complete these tasks can be seen on the user story map on Trello.  
See end of this document for the link

#### **Various other tasks were done during sprint 4, these include:**

- Heroku server setup
  - > Host the released versions of the app
  - > Configure Travis to deploy automatically on merges into master
- Hardcoded game words list was enlarged
- Some game mechanic which did not result in solving full user stories

The overall sprint velocity is 0.375. This is less than the previous sprint. Additional time was required for setting up the Heroku server which was not anticipated. However, considering the sprint velocity based on user story completion, which is equal to 1.04, the delivery of business value was much higher than in the previous sprints.

The overall sprint velocity is calculated using 32 hours of total work for the 4 team members. More specifically this is estimated using 8 hours per group member. This corresponds to 64 effort points.

In summary, the sprint has achieved MVP but no optimisation and additional features were implemented as initially planned before beginning project activity. To view the latest deployed version of the game, navigate to **<https://balderdash-group-5.herokuapp.com>**

#### **See Trello board for developer assignments to user stories as well as sprint tasks:**

<https://trello.com/b/wOdUCnOI/user-stories>

<https://trello.com/b/ANziKPdR/sprints>