

Sprint 2: Retrospective

Sprint 2 ran from Thursday 27th April 2017 to Friday 12th May 2017.

The release was published on Thursday the 12th of May after a one day extension.

The user stories completed:

"As a player, I would like to choose a game to join"

- Effort level: 4
- Reward points: 3
- Estimated velocity: 0.75
- Actual velocity: 0.5

"As a player, I would like to see the other game players"

- Effort level: 1
- Reward points: 2
- Estimated velocity: 2
- Actual velocity: 4

"As a player, I want to select the number of players"

- Effort level: 1
- Reward points: 3
- Estimated velocity: 3
- Actual velocity: 1.5

"As a player, the number of points needed to win the game"

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

The estimated times 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 2, these include:

- Sending data between server and client
- Coveralls setup (without badges)
- Start and end of sprint planning and admin

As a result of these other tasks the overall sprint velocity was: 0.1

This was calculated using 40 hours of total work for the 4 team members. This corresponds with 80 effort points.

Overall the sprint resulted in a slight underperformance as too many of the targeted user stories were not achieved. This has been attributed to an underestimation in the effort of user stories as well as pressures from other courses during the course of the sprint.

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>