

Sprint 3: Retrospective

Sprint 3 ran from Saturday 13th May 2017 to Tuesday 16th May 2017.
The release was published in the evening of Tuesday the 16th.

The user stories completed:

"As a general player, I would like to vote which definition is correct"

- Effort level: 7
- Reward points: 3
- Estimated velocity: 0.43
- Actual velocity: 0.1875

"As a player, I would like to see my opponents"

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

"As a player, I would like to know all the players current scores"

- Effort level: 2
- Reward points: 2
- Estimated velocity: 1
- Actual velocity: 1.333

"As a player, I would like to know whose turn it is to be the dasher"

- Effort level: 4
- Reward points: 3
- Estimated velocity: 0.75
- Actual velocity: 2

"As a player, I would like to start the game I am hosting"

- Effort level: 7
- Reward points: 3
- Estimated velocity: 0.43
- Actual velocity: 0.1875

"As a player, I would like to see the word selected for the round"

- Effort level: 4
- Reward points: 3
- Estimated velocity: 0.75
- Actual velocity: 0.8

"As a player, I would like to see who my opponents are (in the game lobby)"

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

"As a player, I would like to write my definition/explanation of the word of the round"

- Effort level: 5
- Reward points: 3
- Estimated velocity: 0.6
- Actual velocity: 1

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

Various other tasks were done during sprint 3, these include:

- Acceptance testing setup and the writing of two tests.
 - > One to test starting a game
 - > One to test joining a game
- Hardcoded game words were introduced
- Some game mechanic which did not result in solving full user stories

The overall sprint velocity is 0.4375. This is an improvement from the previous sprint as the previous sprint managed a lot of the set up for the tasks which were completed in this sprint. This effect is expected to be even more pronounced in the next and last sprint.

The overall sprint velocity is calculated using 24 hours of total work for the 4 team members. More specifically this is estimated using 4, 4, 8 and 8 hours respectively. This corresponds with 48 effort points.

In summary, the sprint did not achieve the goal of MVP, however this was an ambitious goal to achieve. The current release is not far off MVP and thus it is estimated that this will be achieved in the next couple days. The networking between client and server side has proven to be a challenge during this sprint which slowed down the completion rate of user story cards.

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>