Sprint Retrospective #7

Computer Games Contextproject 2015-2016
Course TI2806, Delft University of Technology

Group PixelPerfect

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User story	Task	Responsible	Assignee	Estimated Effort (hours)	Actual effort	Done	Pull Request ID	Notes	Priority	Priority Motivation
As a stakeholder, an assessor or a contributor, I would like to improve the organisation of the project so that I have a better overview of the tasks that need to be done and things that can be improved.	Write and hand-in Sprint 7 Backlog. (Due 3/6)	Jesse	Everyone	2	2	Yes	N/A		A	This is an important, graded deliverable document.
	Write and hand-in Sprint 6 Retrospective. (Due 3/6)	Jesse	Everyone	2	2	Yes	N/A		A	This is an important, graded deliverable document.
	Update the Architecture Design document.	Jesse	David	2	0	No	N/A	Due to the focus on the feature implementations, this was not done this week.	A	This is an important, graded deliverable document.
	Update the UML class diagrams to be included in the Architecture Design document.	Jesse	Jesse	2	0	No	N/A	Due to the focus on the feature implementations, this was not done this week.	A	This is an important, graded deliverable document.
	Attend Sprint 5 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5	0.5	Yes	N/A		A	This meeting is mandatory. Furthermore it allows us to demo our product and gather useful feedback from our stakeholders, so this is crucial.
As a developer, I would like to be up to date with the project so that I can decide what requires my attention.	Organize and participate in a Sprint Planning Meeting. (Mon 30/5)	David	Everyone	1	1	Yes	N/A		A	Very useful way to get everyone on the right track for the sprint, crucial to our development process.
	Organize and participate in daily scrum / stand-up meetings every working day of the sprint.	David	Everyone	1.5	1.5	Yes	N/A		A	Synchronizing collective effort is necessary to prevent redundant effort and make sure everyone works according to plan.
As a developer, I would like to make sure my personal knowledge as well as the common understanding amongst the team members of the technology we are dealing with is update, so that I may contribute more effectively and understand what is going on with the product development.	Study the documentation for the jMonkeyEngine for intermediate and advanced users.	Wouter	David	4	2	Yes	N/A		B	We work with the jMonkeyEngine framework quite extensively, so knowing our way around in it is important.
			Dmitry		3					
			Floris		0					
			Jesse		0					
			Wouter		3					
	Study the documentation provided with the library that functions as an interface between the jMonkeyEngine and the Oculus Rift.	David	David	2	3	Yes	N/A		B	Making the game playable with the Oculus is a strict customer's requirement. In order to make this realizable we need to know how to use the library.
			Dmitry		0					
			Floris		0					
			Jesse		0					
			Wouter		1					
	Get familiar (again) with Blender to prepare for the modelling / rigging / skinning / texture mapping that will have to been done in the upcoming sprints.	Wouter	David	3	2	Yes	N/A		E	Getting models of good quality in the game would be nice, but is definitely not important. Getting the game to function properly is far more important than aesthetics.
			Wouter	3	0	No				
			Jesse	1	3	Yes		Used to complete game trailer task.		
	Study the documentation provided for Android development.	Jesse	David	2	2	Yes	N/A		A	We still need to implement some new features in the Android application demanding more knowledge of the SDK. These features are crucial to the gameplay, therefore we should continue studying the documentation carefully.
			Dmitry		2					
			Floris		2					
			Jesse		2					
			Wouter		2					
As a user fulfilling the captain role, I want to be able to see a World Space Indicator, so that I can easily choose a route in a nice visual way.	Implement: update the visualization of the Captain's Log to be a World Space Indicator instead of a Heads Up Display.	Jesse	David	5	4	Yes	#270		C	As long as the information is presented (which is the case), it doesn't really matter how exactly it is visualized for now. However it would be nice to require the captain to look around in the ship to monitor statusses: that is why we use the VR headset. Therefore this would make for an interesting enhancement, but not that important.
As a player fulfilling the role of captain, I want to see a realistic cockpit.	Load a good looking mesh and textures of a spaceship cockpit.	David	Wouter	4	3	yes	N/A	Loading extra textures and sounds	B	Improving the scene is important as we still have simple blocks and planes, and a better scene will improve the game's experience.
As a player fulfilling the role of captain, I want to be able to "click" buttons and interact with things in the cockpit so that I am able to transition to different states in the game.	Implement: relate head tracking with clicking buttons.	Floris	Jesse	8	0	No	N/A	There is too little time for such a difficult implementation.	A	Pressing a button and interaction with the environment using the Oculus Rift is really important for the player. This is also vital for the future progress of the game in general.
	Implement: create a main menu for use with the VR headset.	Jesse	David	5	7	Yes	#270		A	Having a main menu makes it easier to navigate through the game's options. Also allows a settings and/or credits menu to exist.

User Story	Task	Responsible	Assignee	Estimated Effort (hours)	Actual Effort (hours)	Done	Pull-Request ID	Notes	Priority	Priority Motivation
As a player I would like to wait for the rest of my group of friends/family so that we can start playing together at the same time and choose our role without haste.	Implement: lobby for the players to wait for each other and the captain to start the game.	Jesse	Floris	3	8	Yes	#41	In the end we decided to do the role selection before the lobby.	B	Pretty important for the game as players must wait for each other to begin the game.
As a player fulfilling the role of captain, I want to be able to choose a route on which to travel so that I can complete the game.	Implement: route system so that the captain can choose a nodeEvent in a two-way choice manner	Wouter	Floris	14	0	No	N/A	We decided to drop this feature for now.	A	This is one of the more important features of the game which must be finished before the end of next week.
As a developer, I would like to make the system more readable by removing integers so that other programmers can understand the sytsem.	Implement: add non-numerical parameters to debug mode.	Wouter	David	2	0	No	N/A	Dropped to focus on new features, as this is an enhancement.	C	We would like to have the actual parameters in the debug mode instead of only numbers.
As a player, I would like to get connected to the client at all cost when my group is still connected so that I can keep playing with my friends/family.	Implement: client connection lost handler so that the program will still run consistently.	Floris	Jesse	2.5	0	No	N/A	Will be done next week.	B	We want the game to keep running without everyone having to reconnect when someone from the group disconnect.
As a player fulfilling the role of captain, I want to get messages about events happening by lights and sounds in the cockpit so that everyone can complete their mini-game.	Implement: location hints based on light bulbs and sound for the captain's cockpit.	David	Wouter	10	12	yes	#279	Oculus doesnt display correctly yet	A	This is an absolute must for the captain's cockpit emersion.
As a player, I would like to be able to do something in the game while not having to wait for too long.	Implement: create idle-time events for the players to do when they have nothing to do in the game.	Floris	Dmitry	6	7	Yes	Client #40, Server # 271		A	Also an important feature for idle-time prevention.
As a player, I would like to have more than one event to complete so I don't have too much idle time.	Implement: complete the fire event.	Dmitry	David	5	7	Yes	Client #38	Parameters will be added next sprint, as it is an enhancement.	A	This important event is part of the game.
As a developer, I would like to have maintainable code so that I can easily adjust code.	Refactor: game class has too many fields.	David	Jesse	1.5	0	No	N/A	No time due to features.	E	We would always like to have maintainable and good code. Will most likely be postponed to next week.
As a user, I would like to have a consistent HUD which is easy to follow, so that I can get through the game easily and complete the game.	Bug: prevent HUD from scaling freely.	Wouter	David	0.5	1	Yes	#270		E	The HUD should be consistent throughout the game. Likely to be postponed to next week.
As a user, I would like to have pictures instead of numbers in the mini-game so that I can make the mini-game more easily.	Impement: improve the coffee boost mini-game to have pictures instead of numbers.	Floris	Wouter	6	5	yes	#43		B	It is pretty important for the use to have a friendly interface, but the feature is already present.
As stakeholder, I would like to know what the project is about and how it progressed so that I can create a clear view of the project.	Write: start writing on the end report. For example by setting up a structure.	David	Dmitry	2	2	Yes	N/A		D	As it is feature week, the end report is of low priority, but should be started so that we don't have all the work in the end.
Unforseen Tasks	**Task**	**Responsible**	**Assignee**	**Estimated Effort (hours)**	**Actual Effort (hours)**	**Done**	**Pull-Request ID**	**Notes**	**Priority**	**Priority Motivation**
	Refactoring: Fix multiple static errors	David	David	N/A	0.5	Yes	#278		A	It was intiially the plan to create a main menu so that Jesse could implement the gaze selection. However, the gaze selection ddin't happen, so now there is just a main menu.
	Make first CG shots for the Game Trailer and work on script.	Jesse	Jesse	N/A	7	Yes	N/A		B	The trailer is not due this week, but the preparation is important.
	Shoot some footage for the game trailer.	Jesse	Everyone	N/A	2	Yes	N/A		B	The trailer is not due this week, but the preparation is important.
	Implement hostile ship minigame.	Jesse	Jesse	N/A	4	Yes	#276, client#42	This should have been included in this week's backlog.	A	Concerns the implementation of one of the minigames, which are core features.

2   Problems

a) Due to the focus on the features being completed due to the feature freeze, many static errors and bugs made it into the release without them being caught. This caused the current build to be far less stable than its predecessors, meaning a major catch-up must be done in the coming sprint.

b) Many members encountered frustrations with constant refactoring, an issue that returned from last week. This caused many people to have to fix many merge conflicts, and then to spend a lot of time re-doing their work. This was worked around by sadly having people spend a lot of time re-checking their work after submission.

3   Adjustments

a) The feature rushing issue will no longer be a problem now, group members must focus on ironing out the major issues, then the minor issues, then enhancing existing features as we approach release.

b) The coming sprint is focussed on bug fixing and refactoring, and the choice has been made to announce the start of a refactoring period in order to allow other members to hold this into account during their work.