Sprint Retrospective #4

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 (Hours)	Done	Pull-Request ID	Notes	Priority
As a stakeholder, an assessor or a contributor, I would like to be informed about the evaluation of the past iteration and the planning for the upcoming iteration of the development process in order to verify the progress of the product and to hold team members responsible for their work.	Write and hand-in Sprint 5 Backlog. (Due 20/5)	Jesse	Everyone	1.5	1.5	Yes	N/A		A
	Write and hand-in Sprint 4 Retrospective. (Due 20/5)	Jesse	Everyone	1.5	1.5	Yes	N/A		A
	Attend Sprint 4 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5	0.5	Yes	N/A		A
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 16/5)	David	Everyone	1	1	Yes	N/A		A
	Organize and participate in daily scrum / stand-up meetings every working day of the sprint.	David	Everyone	1.5	2	Yes	N/A		B
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.	Everyone	David	4	1	Yes	N/A	Servers jMonkeyEngine offline.	B
			Wouter		1	Yes			
			Dmitry		3	Yes			
			Floris		0				
			Jesse		1	Yes		When the Gitbook was introduced we were able to study some of the documentation again.	
	Study the documentation provided with the library that functions as an interface between the jMonkeyEngine and the Oculus Rift.	David	David	2	2	Yes	N/A		B
			Wouter		2				
			Dmitry		0	No			
			Floris		0	Yes			
			Jesse		0	No			
	Get familiar (again) with Blender to prepare for the modelling / rigging / skinning / texture mapping that will have to have been done in the upcoming sprints.	Wouter	David	3	2	Yes	N/A		E
			Wouter	3	0				
			Jesse	3	0	No		Studying this was not urgent, given that we are still focussing on functionality rather than aesthetics (hence priority E).	
	Study the documentation provided for Android development.	Jesse	David	2	0	No	N/A	Did not do any Android development this week.	A
			Wouter		2	Yes			
			Floris		5	Yes			
			Dmitry		1.5	Yes			
			Jesse		2	Yes			
As a developer, I would like to have the project organized in a clear and structured manner in order to increase the efficiency of the development process and to increase the maintainability of the software product.	Enter implementation related tasks of the backlog into the GitHub Issue tracker.	Jesse	David	1	1	Yes	N/A		B
As a developer, I would like to be able to grasp what the game will come to look like, in order to be able to effectuate this and work synchronized with my colleagues in order to prevent double work from being done, and to ensure a good understanding of the product to allow for a more effective contribution to the product.	Draw sketches / design mockups of the graphical user interface for mobile devices (2D).	Floris	Wouter	2	0.5	No	N/A	Did not have priority as we did not really create any concrete minigame. Did draw a minimalistic general interface (in paint).	C
As a user fulfilling the role of a player, when I am in the game I wan to be able to connect to the other players so I can interact with them from within the game.	Implement a network message hierarchy.	Jesse	Floris	5	5	Yes	#118		A
As a user fulfilling the role of captain, when I am in a game session I want to be presented events occuring at random time intervals in order to keep the game interesting for everyone, including myself.	Implement a visual log listing all events in the active queue.	Dmitry	David	5	7	Yes	#129		B
As a user fulfilling the role of crew member, I	Implement serialization of events.	Jesse	Dmitry	5	6	Yes	#115, client#7		C

User Story	Task		Person	Est	Act	Done	Issue/PR	Notes	
	Implement serialization of actions.		Jesse	4	0	Yes	#115	Done by Dmitry	C
	implement synchronisation of actions between server and client.		Jesse	4	0	Yes	#118, client#7, client#11	Done by Floris	D
			Dmitry	4	0	Yes	N/A	Done by Floris	D
As a developer or tester, I would like to ensure a certain quality of the delivered code, in order to meet the customer's non-functional requirements.	Evaluate the report generated by the static analysis tools and fix the issues that have escaped into the repository during the sprint.	Floris	Wouter	2	2	Yes	N/A		A
	At the end of the sprint do a final refactoring before submitting the code.	David	Jesse	1	1	Yes	N/A		B
	At the end of the sprint, check the test coverage and write a new regressive test suite based on the changes and new classes/methods.	Wouter	David	6	4	Yes	#105		A
	Performing active code reviews on all pull requests	Floris	David	4	4	Yes	N/A		A
			Jesse		4	Yes			
			Dmitry		4	Yes			
			Wouter		4	Yes			
			Floris		5	Yes			
As a user fulfilling the role of captain, I want to have a simple heads-up display that shows the ship's current health, the game timer, and the group score.	Implement a HUD (heads-up display) that shows the team score, time remaining, and the ship health.	Dmitry	David	6	14	No	#107	This is explained in the Problems section of the retrospective. In short: framework was terrible, lots of work lost as a result of it.	B
As a user fulfilling the role of the captain, I want to be able to see the scene using the Oculus Rift	Implement dependencies and code to allow the VR glasses work	David	Wouter	5	15	Yes	#112	Did not go as planned, took me two full days of trial and error	B
As a user fulfilling the role of a crew member, I want to be able to press buttons and be interactive with them. And as a developer, I want to be able to use buttons as a means to test the code dynamically.	Implement relation between code and GUI like buttons for Android.	Dmitry	Floris	5	13	Yes	#130, #client7, #client11		B
Unforseen Tasks									
	Create new test suites and implement test cases for existing suites to increase the test coverage (line and branch) of the codebase to an acceptable level.	Jesse	Jesse	N/A	10	Yes	#110		
	Refactorting code in the client	Floris	Wouter	N/A	2	Yes	#client 10		
	Implement a notifier of events to the captain	Wouter	Wouter	N/A	1	No	N/A	Trouble with testing	
	Refactor Event Factory switch statement and implement and integrate the Evnt Reader component with it.	Jesse	Jesse	N/A	5	Yes	#116, #122, #125, #128	This is the PR that went wrong (reverted), see section on Problems for more details.	
	Refactor RouteNode to be abstract, together with corresponding test cases.	Jesse	Jesse	N/A	1.5	Yes	#120		
	Fix Checkstyle and Javadoc errors throughout accepter PR's	David	David	N/A	1	Yes	#100, #106, #107, #115	Throughout many various PRs and commits.	
	Impromptu demo test	Everyone	Everyone	N/A	0.5	Yes	N/A		

2   Problems

a) Some assigned issues were so closely related that they should have been given to the same person. An example of this could be two separate issues for event refactoring to allow synchronization and fix code to allow for synchronization, which were assigned to two different people. This didnt happen, which caused the problem that one person had to wait for the other person to complete their task. The way we handled this was code reviewing each other and trying to help each other with the code itself when the work was submitted, instead of looking at who was responsible and waiting for a pull request.

b) One Pull-Request was, after it was merged in the base branch, accidentally reverted. This lead to some problems with getting the changes back in the base branch again. We dealt with this by reintroducing the changes in a new PR using new commits.

c) The JMonkeyEngine website, wiki, and documentation were down for almost the entire sprint, and at the moment of handing-in of this retrospective, are still offline. One of the teaching assistants shared a Gitbook version of the documentation, which contained all of the official documentation, but was clunky and caused a lot of time loss. For user documentation (for frameworks such as NiftyGUI and ToneGodHUD) we had to rely on community websites to exist to guide us through the process, as well as using the Javadoc and documentation of the frameworks that was provided with them.

d) Issues related to GUI development arose due to a combination of missing documentation and due to the terrible frameworks, which led to many working hours being wasted for a GUI that was eventually scrapped. This meant that the developer of the GUI had to restart all work and create a simpler, self-made framework which led to the existence of the current captains log feature in the main client.

e) Importing the dependencies required for the Oculus Rift to work did not go smoothly. This required us to import different versions of these dependencies, or using different repositories to obtain these dependencies from, until a repo was found that worked and did not seem to have too many differences from the other repositories. The found repository was also a lot more stable than the others, meaning it could be relied upon as a dependency.

3   Adjustments

a) We shall closely look at the content of issues and distribute them accordingly. If there are two issues that are too closely related, they will be allocated to one person under a single issue.

b) We shall pay more attention when it comes to reverting code changes.