

Sprint Retrospective #8

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. I also want to be able to presented to formally in order to review the final product.	Write and hand-in Sprint 8 Retrospective. (Due 3/6)	Jesse	Everyone	2	2	Y	N/A		A	This is an important, graded deliverable document.
	Update the Emergent Architecture Design.	Jesse	David	4	2	N	N/A		A	This is an important, graded deliverable document.
	Update the UML class diagrams to be included in the Architecture Design document.	Jesse	Jesse	2		No			A	This is an important, graded deliverable document.
	Attend Sprint 8 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5	0.5				A	This meeting is mandatory. Furthermore it allows us to demo our product and gather useful feedback from our stakeholders, so this is crucial.
	Create the final presentation for the game project.	Wouter	David	4	0	N	N/A	Will be done next sprint. Focus on code.	A	The final presentation is essential to ensure to ensure that we can present our game to those interested and to stakeholders.
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.	David	Everyone	1.25	1.25	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 have the project organized in a clear and structured manner so that I can 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		A	Since we work with GitHub Issues as our main Issue Tracker, it is important that we can track our backlog items there.
	Distribute main package code over more classes to ensure better responsibility / intelligence distribution.	David	Jesse	3		No		B	The code works this way, and consists mainly of integrations with the frameworks used. Hard to test and get nice and clean, so refactoring it is not that important.	
As a developer, stakeholder, or tester, I would like to be able to know what the project is about and understand the layout and organization of the project.	Write the draft of the final report.	David	David	10	14	Y	N/A		A	The final report is essential to the project, and must be both clear and understandable. The draft gives us an opportunity to get feedback on our report's content and clarity, and so it must be written with highest priority.
			Dmitry	8	6					
			Floris	8	3					
			Jesse	8						
			Wouter	8	3					
	Review and hand-in the draft of the final rep	David	Jesse	1		Yes		A	A final check of the report draft, along with the course requirement, make this an essential task.	
	As a developer or tester, I would like to ensure a certain quality of the delivered code, so that I can meet the customer's non-functional requirements. I also want to be able to have my code be easy to follow, so refactoring should make classes easier to follow and the program easier to understand.	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	No			A
At the end of the sprint do a final refactoring before submitting the code.		David	Floris	4	4	yes	#316		B	Code Quality is a major part of the rubrics, so making sure to eliminate as many static/dynamic errors is of great importance. We consider refactoring slightly less important than testing and debugging, since it does not necessarily help eliminating defects.
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	Dmitry	7	7.5	Yes	#323		A	Code Quality is a major part of the rubrics, so making sure to eliminate as many static/dynamic errors is of great importance.
Perform active code reviews on all pull requests.		Floris	David	5	5	yes	N/A		A	Code Reviews help to improve code before merging it into the codebase, allow contributors to keep track of the changes made, increase the extent to which code ownership is shared et cetera. It is crucial for guaranteeing the code will meet some quality requirements.
			Dmitry		5					
			Floris		5					
			Jesse		5					
			Wouter		5					
Implement: Android test suites / test cases must be implemented to raise test coverage to an acceptable level, mainly the Android Application Test is of importance.		Floris	Dmitry	5	0	no	N/A	Had a lot of work regarding other subjects (Project Skills, Information Skills & ATB).	A	Testing is a really important part of the process, and the android test suite must be on par with the server test suite/coverage.
Refactor the game class, which currently has too many fields.	David	Jesse	1.5		No			B	The game class currently has too many responsibilities, and must be refactored to remain clear.	
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	14	yes		Finally got a model to load, so had to do this again in a new scene	A	This is an absolute must for the captain's cockpit emersion. Without it, the essence of the project is lost.

As a player fulfilling the role of captain, I want to have a visually appealing user interface.	Implement: better visual for the captain's user interface.	Floris	David	3	3	N	#305		C	The interface is important to the captain, so a bit of extra background and visuals would be good to have.
As a developer, I would like to make the system more readable by removing integers so that other programmers can understand the system.	Implement: add non-numerical parameters to debug mode.	Wouter	Floris	2	6	yes	#310	Needed a lot of backtracking	C	We would like to have the actual parameters in the debug mode instead of only numbers.
As a mobile player, I would like to have pictures instead of numbers in the mini-game so that I can make the mini-game more easily.	Implement: improve the coffee boost mini-game to have pictures instead of numbers.	Floris	Wouter	6	0	no		Stuck with one image, that was already added last week	B	It is pretty important for the use to have a friendly interface, but the feature is already present.
As a mobile player, I would like to have parameters in the fire event to make it more difficult.	Implement: Add a parameter for the location to the fire event.	Jesse	David	4	9	yes	#317	Added a new parameter and revamped it.	B	The fire event currently has locations to douse the fire, but these do not yet work, and must be implemented using the parameter system.
As a mobile player, I would like to play without having reconnection errors so that I can play in a consistent environment with friends.	Implement/refactor: make the role selection consistent so that not more than one player can have the same role	Jesse	Floris	7	0	no	N/A	Postponed to next week.	A	It is important for the players to have a reliable environment.
As a developer, I want to have feedback from real life users so that I can alter the game to be even better in the future.	Carry out an experiment with real users to receive feedback (Interaction Design).	Dmitry	Everyone	12	12	yes	N/A		B	It is important to receive feedback from users, because a lot of the times developers cannot find all the problems on their own.
As a mobile player, I want to be able to see the parts of the events without issues.	Edit the IdleGame event so all screens can see the input field.	Floris	Dmitry	2	3	yes	#49	The failing build happened because the branch was deleted before the build could finish.	C	It is important that every screen is able to interact with the entirety of the mini-game.
As a player, I expect the system to be robust, because frequent crashes interrupt my experience and make the game way less fun.	Implement: basic server-side validation of role allocation to fix concurrency issues.	Floris	Jesse	3	4	Yes	#319		A	Issues like these really block the game, and should therefore be fixed as soon as possible.
	Fix issues with connectivity by making client monitor connection status. Currently there are a lot of crashes and some inconsistencies because of connectivity issues.	Jesse	Jesse	8	2	Yes	#325	Could not get everything done, since deadline was approaching.	A	Issues like these really block the game, and should therefore be fixed as soon as possible.
Unforeseen Tasks	Task	Responsible	Assignee	Estimated Effort (hours)	Actual Effort (hours)	Done	Pull-Request ID	Notes	Priority	Priority Motivation
As a developer, I want to have a voice-over for the trailer, which makes it more exciting and professional.	Do a voice-over for the game trailer.	Jesse	Floris	2	1	no	N/A	Will be continued next week.	C	Needed for the trailer, but it would not be fatal if there was no voice-over.

2 Problems

- a) We faced a problem where a task in the backlog was assigned to someone, but was wrongly assigned to someone else on github. This caused an imbalance of man-hours because no one seemed to notice.
- b) The interaction design experiment went wrong, since there were major bugs in the version of the system for this experiment. Therefore we disregarded the performance measurements and instead focussed on how the users rated our game in terms of the experience, product quality and feature improvements.
- c) We weren't aware that the sprint deadline meant the deadline for the entire software product. In response, we were hacking really fast before the deadline.

3 Adjustments

- a) Whenever everyone adds his own tasks to github the problem of getting someone assigned wrongly gets resolved.