

# Sprint Retrospective #2

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

Group PixelPerfect

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User story	Task	Responsible	Assignee	Estimated Effort	Actual Effort	Done	Notes	Priority
As a stakeholder, I would like to be formally informed about the design, planning and vision of the final product under development.	Set up final deliverable documents for Sprint 2 on Overleaf.	Jesse	Jesse	0.5 hours	0.5 hours	yes		A
	Write and hand-in Game Design deliverable document. (Due 4/6)	Floris	Floris	5 hours	9 hours	yes		A
			Jesse	3 hours	7 hours	yes		
	Write and hand-in Product Plan deliverable document (final), taking into account the feedback on the draft.	Wouter	Wouter	2 hours	8 hours	yes		A
			David	3 hours	8 hours	yes		
	Write and hand-in Product Vision deliverable document (final), taking into account the feedback on the draft.	Dmitry	Dmitry	2.5 hours	9 hours	yes		A
			Floris	2 hours	2 hours	yes		
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.	Write and hand-in Sprint 3 Backlog. (Due 6/5)	Jesse	Jesse	2 hours	1.5 hours	yes		A
	Write and hand-in Sprint 2 Retrospective. (Due 6/5)	Jesse	Everyone	1.5 hours	1.5 hours	yes		A
	Attend Sprint 2 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5 hours (p.p.)	0 minutes	no	This meeting was not organised in the first place.	A
	Write and hand-in Project Skills deliverable 1 (individual). (Due 3/5)	Everyone	David	1.5 hours (p.p.)	2 hours	yes		B
Floris			1 hour		yes			
Dmitry			2 hours		yes			
Wouter			2 hours		yes			
Jesse			3 hours		yes			
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 2/5)	David	Everyone	1 hour (p.p.)	1 hour	yes		A
	Organize and participate in daily scrum / stand-up meetings every working day of the sprint.	David	Everyone	15 minutes	45 minutes	no	We failed to meet every morning due to our personal schedules.	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.	Study the documentation for the jMonkeyEngine for intermediate and advanced users.	Wouter	Wouter	10 hours (p.p.)	1 hour	no	Writing documents and code took all of our time.	B
			Dmitry		0 hours			
			Floris		0 hours			
			Jesse		0 hours			
			David		0 hours			
	Study the documentation provided with the library that functions as an interface between the jMonkeyEngine and the Oculus Rift.	David	David	2 hours (p.p.)	0 hours	no	Writing documents and code took all of our time.	B
			Wouter		0 hours			
			Dmitry		0 hours			
			Floris		0 hours			
			Jesse		0 hours			
	Make an initial Object Oriented decomposition of the software system and document it in the form of a UML class diagram.	Floris	Floris	1 hour	1 hour	yes		C
			Jesse	1.5 hours	2 hours			
		Get familiar (again) with Blender to prepare for the modelling / rigging / skinning / texture mapping that will have to be done in the upcoming sprints.	Wouter	David	3 hours	0 hour		
Wouter	3 hours			1 hour				
Jesse	3 hours			0 hour				
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.	Set up a basic Android application in a separate software repository on GitHub.	Jesse	Jesse	2 hours	2.5 hours	yes		C
	Enter implementation related tasks of the backlog into the GitHub Issue tracker.	Jesse	David	1 hour	1 hour	yes		B
As a user fulfilling the role of captain, when I launch the game I want to be able initialise a game session.	Implement a main timer that is started when the game is launched, indicating the remaining time until the game session is won. (Background process, not yet visualized.)	Jesse	Wouter	0.5 hours	0.5 hours	yes	Done twice, once by wouter once by Jesse	B
	Implement a mechanism for keeping track of the total damage value of the ship.		Wouter	0.5 hours	0.5 hours	yes	Done by Jesse	B
	Implement a rule that terminates the game when the total damage value of the ship exceeds a certain threshold.		Dmitry	2 hours	2 hours	yes		B
	Implement a rule that indicates victory in some way (may for now be a pop-up message) when the main timer exceeds.		Floris	2 hours	0 hours	no	Other things had to be implemented first	B

As a user fulfilling the role of captain, when I am in a game session I want to be presented events occurring at random time intervals.	Implement a scheduler introducing events at random time intervals, adding them to some active queue.	Dmitry	David	2 hours	1 hours	yes	Done by Jesse	B
	Implement a visual log listing all events in the active queue.		David	2 hours	0 hours	no	Will be done next sprint.	C
As a user fulfilling the role of captain, when I am in a game session and an event in my log times out, I expect the spaceship to get damaged.	Implement a timer for each event in the active queue (preferably through providing each event item with a timestamp of the moment of creation and an attribute specifying its lifetime).	Floris	Jesse	2 hours	1 hour	yes		D
	Implement functionality for the scheduler making it continuously evaluate the active queue of events, increasing the damage value by an event's damage attribute when it times out.		Jesse	2 hours	1 hour	yes		D
As a developer or tester, I would like to ensure a certain quality of the delivered code.	Evaluate the report generated by the static analysis tools and fix the issues that have escaped into the repository during the sprint.	Dmitry	Floris	2 hours	0.5 hours	yes		A

## **2 Problems**

- a) Description: Writing and reviewing all the documents took us a lot more time than we expected.  
Reaction: Spend more time on the documents and less on other planned activities.

## **3 Adjustments**

- a) Make better estimates of our efforts, in order to make finishing all planned tasks more realistic.