

Sprint Retrospective, Iteration #2

Context Project: HI

Group: CondExt Team (2)

User Story	Task	Member responsible for the task	Task Assigned To	Actual Effort	Estimated Effort	Done	Notes
As students we must acquire project skills	Finish project skills group assignment	Bart	Team	3-5-2016: ~1 hour	1 hour	yes	Nothing to note
	Finish project skills individual assignment	Arjan	Everyone	3-5-2016: ~1.5 hours per person	1 hour	yes	Nothing to note
As a product owner I want to consolidate my vision and plan for the product	Finalize product vision	Luke	Luke * Matthias	2-5-2016: 1:43 hours 4-5-2016: 3:18 hours Total: 5:01 hours	2 hours	yes	Most time spent on doing literature research and adding citations to product vision. Matthias provided assistance during this process.
	Finalize product plan	Matthias	Team	4-5-2016 5:40 hours	2 hours	yes	
As a user I want a environment to interact in As a developer I want to have an environment to start developing new features	Develop environment in Unity3D	Jasper	Luke, Jasper	5-5-2016 From 12:45 until 14:25 (Jasper) 6-5-2016: From 11:40 until 16:10 (Jasper, Luke) Total time: 1:40 hours (Jasper) + 4:30 hours (Jasper, Luke)	3 hours		Created two working environments (for desktop and VR use) and started with Leap Motion integration (Basic arm and hand model attached to playable character)
	Create a controllable character with mouse and keyboard	Luke	Luke	5-5-2016: 1:47 hours	3 hours	yes	Less time than estimated, additional 1 hour spent on learning Leap Motion SDK and getting familiar with the Leap Motion Unity Assets

As a developer I want to properly test code	Research and apply Unity3D testing methods	Jasper	Jasper, Matthias	29-4-2016: 1 hour 1-5-2016: 0:30 hour	2 hours	yes	Unity Cloud Build has been set up and we made a small test to make sure it all works

Problems