Sprint Retrospective, Iteration #3

Context Project: Virtual Humans in Serious Gaming

Group: Crash Test Dummies

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
Dr. Willem-Paul Brinkman wants to teach about important Interaction Design ideas and methods. Interaction design needs to be implemented in our product. For example, user testing or interviewing	Make End Test for Interaction design	Harmen	Harmen	2.0	0.0	NO	Some of us have rescheduled the assignment to next week. Deadline is june 23
		Jasper	Jasper	2.0	0.0	NO	
		Nando	Nando	2.0	3.0	YES	
	Think about how to implement items for interaction design	Tom	Tom	3.0	3.0	YES	It is a bit unclear what the exact idea of the HCI report is, but we applied the contend from the course to what we think is meant by it.
			Jannelie	3.0	1.0		
			Harmen	3.0	1.0		
			Jasper	3.0	0.0		
			Nando	3.0	1.0		
We need to write a sprint backlog for the next sprint	Make sprint backlog	Harmen	Jannelie	2.0	2.0	YES	
			Jasper	2.0	0.0		
			Nando	2.0	2.0		
			Tom	2.0	2.0		
			Harmen	2.0	2.0		
We need to write a sprint retrospective for this sprint	Make sprint retrospective	Jannelie	Jannelie	2.0	2.0	YES	
			Jasper	2.0	0.0		
			Nando	2.0	2.0		
			Tom	2.0	2.0		
			Harmen	2.0	2.0		
The stakeholder is able to sell, buy and demolish property	The stakeholder is able to buy new property	Nando	Nando	15.0	6.0	NO	There is no property percept. Adding percepts had to be discussed with the contextvh fork. Eventualy this ended up as an issue to be fixed next week:
	The stakeholder is able to sell new property	Jasper	Jasper	10.0	0.0	NO	
	The stakeholder is able to demolish buidlings	Jannelie	Jannelie	15.0	18.0	NO	There are problems with the environment, when first building and then demolishing, the building will stay visible, while the environment give a message that it was removed. When de building was already in the environment, this problem won't occur. There is an issue made in the environment git.
The stakeholder is able to build in context to its indicators	The stakeholder is able to build convenience stores	Jasper	Jasper	10.0	0.0	YES	Jasper didn't show up at the meeting, and we have no prove that he did something. Harmen took over and because it was very similar to buidling terraces, it was much faster done then predicted
			Harmen	0.0	2.0		
	The stakeholder is able to build terraces	Harmen	Harmen	10.0	11.0	YES	
	The stakeholder is able to build a sports center	Tom	Tom	10.0	12.0	YES	Tom had problems running the bot, in the end we fixed it with Harmen his laptop..
			Harmen	0.0	1.0		
Every household demands a minimum of space to be able to enjoy a service. If not every household gets this amount of space at its local service, it will not be able to use it (it	decide the 'coverage factor' of convenience stores in the coverage indicator	Nando	Harmen	0.0	1.0	YES	Because Nando was fixinf travis, Harmen took over. This was very similar to building terraces, so this was much faster done then predicted
			Nando	1.0	0.0		

	decide the 'coverage factor' of terraces in the coverage indicator	Harmen	Harmen	1.0	1.5	YES	
	decide the 'coverage factor' of sports centers in the coverage indicator	Tom	Tom	1.0	1.0	YES	
Visiting Tygron will allow us to interact with our stakeholders and to ask support with the Tygron Engine if needed.	Visit tygron	Nando	Jannelie	4.0	5.5	YES	
			Jasper	4.0	0.0		
			Nando	4.0	5.5		
			Tom	4.0	5.5		
			Harmen	4.0	0.0		

	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task	Done (yes/no)	Notes
EXTRA	setup Travis CI	Nando	Nando	#N/A	8.0	YES	Special thanks to Levilime (credits are included). Negative side effect: Added a lot of commits
	change readme	Nando	Nando	#N/A	0.5	YES	We had to add deliverables to the readme. Layout 'stolen' from Danshal
	structure the agent	Nando	Nando	#N/A	3.0	YES	
			Janellie		1.0		
			Harmen		1.0		
			Tom		1.0		
	Meeting with other groups	Harmen	Nando	#N/A	1.0	YES	
			Janellie		1.0		
			Harmen		1.0		
			Tom		1.0		

Main Problems Encountered

Problem 1: Tygron Connector	
Description:	When we visited Tygron, we found out that the connector didn't have the percepts, we thougth it would have. This made sure we couldn't work properly on the items in our sprint. Also we needed to figure out how we could implement the missing percepts with the whole context group.
Reaction:	We adjusted our sprint in order to work on the connector. We discussed with the context groups, what we needed and how we are orginizing it. We decided to make issues on the repository and communicate to decide on which group is going to implement it.

Problem 2: Travis-CI	
Description:	It was revealed by another group member during a conversation at Tygron that it was indeed possible to add Travis-CI to the GOAL agent. After the conversation we had to create the .yml file which should support our agent goal. The .yml file was based on the Danshal version, made by Levilime. Unfortunately there where many problems and therefor the integration didn't went smoothly. It took some time to understand the code written by Levilime (and the language written in it). After understanding the code it took a lot of time to understand the build errors and to fix them.
Reaction:	Solving the build errors consists mostly out trial and error. For instance: it was concluded that the problem had something to do with the given path directory, but at the end it didn't matter.

Problem 3: Missing Team member	
Description:	We discussed via Whats App that we would work at home and meet Tuesday at Tygron and Friday morning. We would be able to see what everyone was doing by looking at the commits and via the backlog. But for one person, we didn't saw and heared anything. On the meeting Friday this person didn't show up. Only 5 minutes before the meeting, he told us that he was ill. The biggest problem was that this person was the contact person of our group. Therfor missing certain information like a meeting Friday at 13:00 with other groups.
Reaction:	We asked to give information about what he had done, so we could put this in the retrospective, but he didn't gave any informartion, So we decided to use the information we knew and keep trying to contact the ill person. Because we alsmost missed some very imprtant information because of the ill contact person, we decided to take a new contact person. Nando Is the new contact person.

Problem 4: Mis-calculating the needed effort for task	
Description:	We mis-calculated the needed effort for certain tasks. This was because some tasks were simular with other tasks. When you had implemented one of those tasks, the second task was quit easy to implement. Also some tasks took much more time, because the connector didn't had the right documentation.
Reaction:	Because some tasks were easier then expected, we could use this time on other tasks. Also if a task had a problem with the connector, we decided to pause this task and work on the connector first before contiuing this task. Otherwise we weren't able to finish these tasks.

Adjustments for the next Sprint

In the next sprint we are going to discuss with the other groups about which parts of the connector we are going to implement. In this way every group has the right connector and no work is being done twice. Also we need to wait for the TA in order to know in which way we are going to work on the connector, because one repository is not going to be the optimal solution. This is because the TA's have to grade us per group.

We also will contunue this project with a new contact person, because the last one wasn't reliable and didn't let us know the important information in time. We expect the new contact person to be in time with the information. Thats why we choose Nando, he is the most reliable person in this group.

We also try to calculate the effort per task better, because we now know that tasks that are quit similar will take less time when you have the first one finished. In this way we have a better expectation of the effort needed in the sprint.