Sprint Retrospective, Iteration #1

Context Project: Virtual Humans in Serious Gaming

Group: Crash Test Dummies

User Story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
Product vision draft	MoSCoW	Nando	1.0	3.0	yes	Actually called: High level Product Backlog
	Introduction	Tom	1.0	1.0	yes	
	Goals	Jasper	1.0	0.0	no	Was not needed anymore.
	Roadmap/product plan	Jannelie	2.0	4.0	yes	
	Definition of Done	Jannelie	1.0	2.0	yes	
	User Stories	Tom, Nando	3.0	4.0	yes	
	Final Check	Jasper	0.5	1.0	yes	
find out how the tygron program works	Explore SDK/connector	Everyone	3.0	15.0	yes	Still needs to be added to our github project.
	Explore Tygron Engine	Everyone	3.0	15.0	yes	Problems with Indicators, during test run.
	Go to Tygron	Jasper, Harmen	4.0	7.0	yes	
make simple game	Design casus	Everyone	4.0	20.0	no	Indicators won't update during test run. We need to ask Tygron for help.

Extra work	Actual Effort per Task
Homework Teamwork Lecture	20.0
Decide on role	3.0
Arch. Design	10.0
Product vision	8.0
Learn goal new version	2.5

Total Effort	115.5

Main Problems Encountered

Problem 1: Unplanned deadlines	
Description:	The deadline for *Arch. Design* has been overlooked and therefor the needed work has not been planned and scheduled in the sprint backlog
Reaction:	We saw this in time and we added this to our planning (See *Extra Work*)

Problem 2: Unplanned lectures and Homework	
Description:	We forgot to take into account the lectures given for the context project. Also these lectures gave homework, so this took extra time.
Reaction:	We luckily had some time so we could just plan this besides the work described in the sprint plan.

Problem 3: Product Vision, Product Plan	
Description:	It was uncertain which layout were accepted to deliver. The layout proposed by the guidelines, or those used within the examples. Also there seemed to be a problem about the delivered literature, which couldn't be read.
Reaction:	We first approuched the TA's and Bacchelli about both topics (using Slack). The problem considdering the unreadable literature had taken some time chatting between students and TA's/Bacchelli, but was finally never solved. The other problem didn't got the attention from TA's/Bacchelli. We decided to follow the guidelines which were afterall thé guidelines.

Problem 4: Wrong estimations workload	
Description:	We underestimated nearly all of the effort needed for the tasks. The estimated effort we put in per task was way below the required time input for 10 ECTS.
Reaction:	We actually put in more effort than estimated and we had more tasks than planned. This combined resulted in enough time and effot put in for the 10 ECTS, this week. (see *Extra Work*)

Problem 5: Wrong input amount of hours	
Description:	When a task should be excecuted multiple time for multiple users, we put in the hours per person. In stead we should enter the total amount of hours.
Reaction:	In the retrospective we put the total amount of hours by actual hours. For next sprints, we will use the total amount of hours.

Adjustments for the next Sprint

Because we don't want the above problems to occur again, we are going to change the following things. We will use the available rooms as a team instead of working at home. Also we will try to estimate the needed effort per task better. Another thing we will change is that we will make a complete list of all deadlines and give these the highest priority. We will also take into account the lectures by adding them to the sprint. Task that should be done by muliple imes by multiple members, will be split into duplicate tasks.