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CSCE 315 – Fall 2017

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Retrospective Report – Sprint 1

Our Sprint 1 was completed this past Friday, November 3rd. Sprint 1 for our team consisted of: Call User/AI for input, Hold Board Info, Check for Valid Moves, Determine Winner, AI that does random moves. By our first SCRUM meeting half of the Sprint 1 was completed. Alyssa was assigned to complete certain tasks belonging to the Project Manager area in our product backlog. She created an early version of the game in which the AI returned a random output. Most of the game was implemented. Ruben also worked on some of this implementation by helping Alyssa to look for better approaches to the different checkpoints to be completed. Furthermore, Ruben also started working in the beginning of the development of the AI and was always keeping up with the work done to the implementation of Mancala. Aldo was assigned to start working on GUI with the development of a simplistic version of the frame. It was completed and is schedule to be implemented with the already created version of Mancala.

Taking a closer look to our team distribution, we have divided the work but we have helped each other with our different responsibilities. It has been a very dynamic team. In the past SCRUM meetings we’ve had, we have allocated the hours we’ve worked on the project as well as an update talk of how we are doing and what else need to be done. We have no complaints about the organization of the team and we are comfortable to continue working together. Plans have already been made to tackle down Sprint 2.