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Retrospective Report

As the due date of Sprint 3 came, there were several things that we needed to complete and some other issues popped out in this last Sprint. For this Sprint, we have completed the Server GUI, the client GUI, complete forking the AI to the client, AI was successfully completed and the timer was also implemented in the client-server model. As Thanksgiving approached Ruben knocked the whole AI implementation and Alyssa was in charge of forking the AI into our client-server model. For the beginning in this Sprint, Ruben started implementing a version in which we would connect two users to play to the server, but there was no game to play yet. Alyssa had a complete functioning game, but she hadn’t implemented a way to get users connected to play. By merging these two implementations we were able to get an early version of a playable game of Mancala. During this time Ruben started to implement the timer function and Aldo started to modify the GUI. After this implementation was a solid starting point, we started tackling the small but considerable details to shape a little bit more our implementation. Last things to implement for this sprint included the Random Seed Distribution option, Pie move, Run AI as a client, and timer in the server. Some issues we encounter for this sprint was that we should have been updating our code more often. This was due to the changes in the AI and the implementation of the server and client for the game. This could have avoided some confusion and allocated more time to do some other things for the project. However, this issue was solved soon after sprint 3 began and the team was able to adjust and be more productive because of it.

Overall, the development of this project was successful and we were able to provide a running representation of the game Mancala. Ruben and Alyssa were the two main programmers that kept up with most of the coding. Aldo was in charge of keeping track of scrum meetings, team reports, and he would help with what was needed in some implementations of the GUI. We did not encounter any problems until sprint 3, as already mentioned. This was a very dynamic team and was able to talk about the issues in a very efficient manner. We were able to solved some situations we had towards the end of the project and we did it as team.

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