

Reflection on Iteration # 3

Context Project: Games

Group: 8

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
Implement Multiplayer	Task 1	Joost & Thijs	1 point	6 points	Yes	Seemed like an easy task, took us 3 mornings because of a lot of debugging, and mismatching RSA private key signatures.
	Task 2	Thijs & Joost	4 points	4 points	Yes	
	Task 3	Aidan & Soheil	4 points	2 points	Half	We set up the connection between the navigator and the driver, and they determine who will be which. The car location does not yet render on the navigator's screen.
	Task 4	Rob & Thijs	4 points		No	This was too ambitious for this sprint, especially with the setbacks with setting up the multiplayer.
Implement passenger pickup and drop-off	Task 1	Rob	1 point	2 points	Yes	Took a little bit longer than expected.
	Task 2	Aidan & Rob	3 points	4 points	Yes	
	Task 3	Rob	2 points	3 points	Yes	
	Task 4	Soheil	1 points	1 point	Yes	
Initial game menu	Task 1	Aidan & Thijs	2 points		No	We decided to push the game menu to next sprint, and focus on the multiplayer.

User Story #	Task					
	Id	Assigned to	Estimated effort	Actual effort	Done	Notes
	Task 2	Joost & Thijs	3 points	3 points	Yes	
Show current scores on screen	Task 1	Soheil	1 point	1 point	Yes	
	Task 2	Soheil	2 points	2 points	Yes	
	Task 3	Soheil	2 points	2 points	Yes	

Main Problems Encountered

Problem 1

Description: Authorizing the app with Google Play games services and integrating the multiplayer framework in the project was problematic. At first we had a lot of Gradle problems, because certain dependencies could not be found. After this we had problems with the Google API.

Reaction: We solved the Gradle problems eventually after a lot of debugging and making use of Stackoverflow. Then, we fixed the Google API issue by figuring out that Eclipse uses its own signing key and not the one that we specified.

Adjustments for the next Sprint Plan

We underestimated a lot of tasks, which led us to taking on too many tasks. A user story that was especially hard to estimate was the multiplayer. None of us had any experience with creating a multiplayer game so we had no point of reference, and the multiplayer logic is quite complex in nature. Luckily, implementing the passenger pickup and drop-off fared better and there were no factors blocking our progress with this user story. Because of the experience we gained during last sprint, we will be able to make better estimations of next sprint's user stories.