Sprint Retrospective 8

Main problems encountered

Problem 1

Description: During the writing of the final report people did not really communicate with each other about the cohesion between the different sections of the report. As a result we had some sections that covered the same things.

Reaction: Luckely we had already planned a meeting together to review the report, we discovered that there was some overlap between some sections and we agreed on how we could fix these sections. We did some rewriting and enhanced some parts, after which the report looked better as a whole. If we communicated earlier we could have prevented some of the rewriting. A good thing was that everyone finished their part on time so there was time to do some rewriting and I think we have handed in a good draft version of the final report.

Problem 2

Description: During testruns with other stakeholders we found some things that would be nice to improve. Some more percepts about other stakeholders accepting or declining requests for example, would improve the code a lot and would enable us to have a lot more logic on interactions with other stakeholders.

Reaction: Since this was already the last week we decided to not implement more functionality in the connector and leave the interaction as it is. We used some ugly ways in the code to get around some of these things. SellLand looks at the budget for example to see if a piece of land has been sold. This is not a very clean solution, but it is better then not knowing of land is sold at all. We will take this as a lesson for future projects, when working with different pieces of software, like with a Multi-Agent system, we should earlier in the development process try to fit the pieces together so that when things need to be adjusted there is still time.

Adjustments

Improve communication during the writing of a report
Before writing a report we should discuss what should be roughly in each chapter, providing collisions between the different parts when everyone is working on a part individually. Also during the writing there should be communication on how everyone is doing.

Test software of multiple components early in the development process
When working on a Multi-Agent system or other system with a lot of different parts that have to work together, we should test a lot earlier in the development process to discover what could improve the system as a whole.