Assignment 4

Sprint Retrospective for Sprint 1

Vic Health - Virtual Reality

ITECH 7415 | MASTERS PROJECT

Federation University Australia

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Team Members

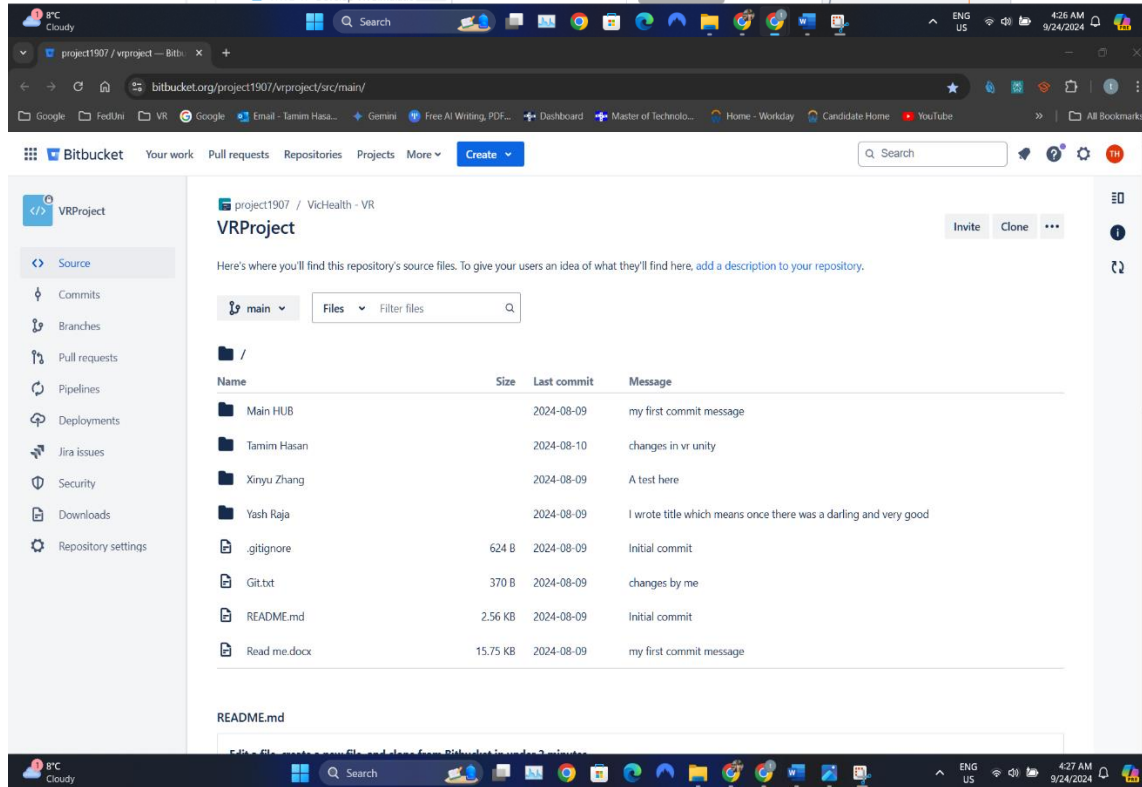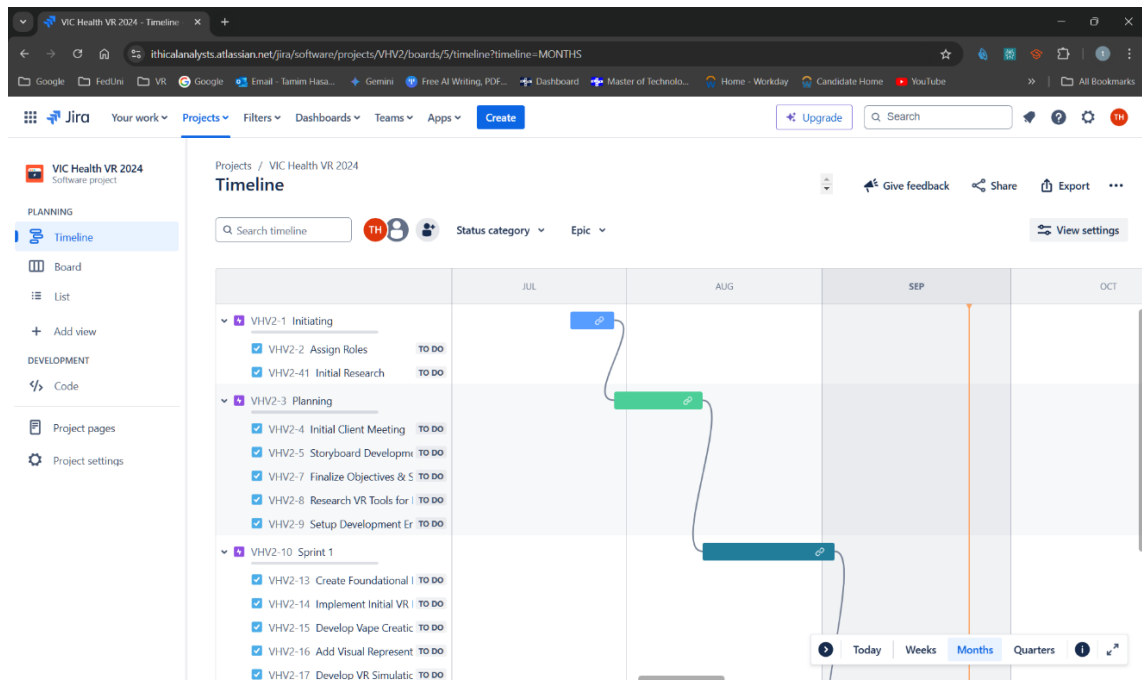| Name	Student ID	Role in the Project	Estimated Work Time in Sprint 1
Yash Raja	30416705	Product Owner & Developer	240 Hours
Tamim Hasan	30432576	Scrum Master & Developer	200 Hours
Xinyu Zhang	30385231	3D Modeler & Developer	180 Hours

Project Information

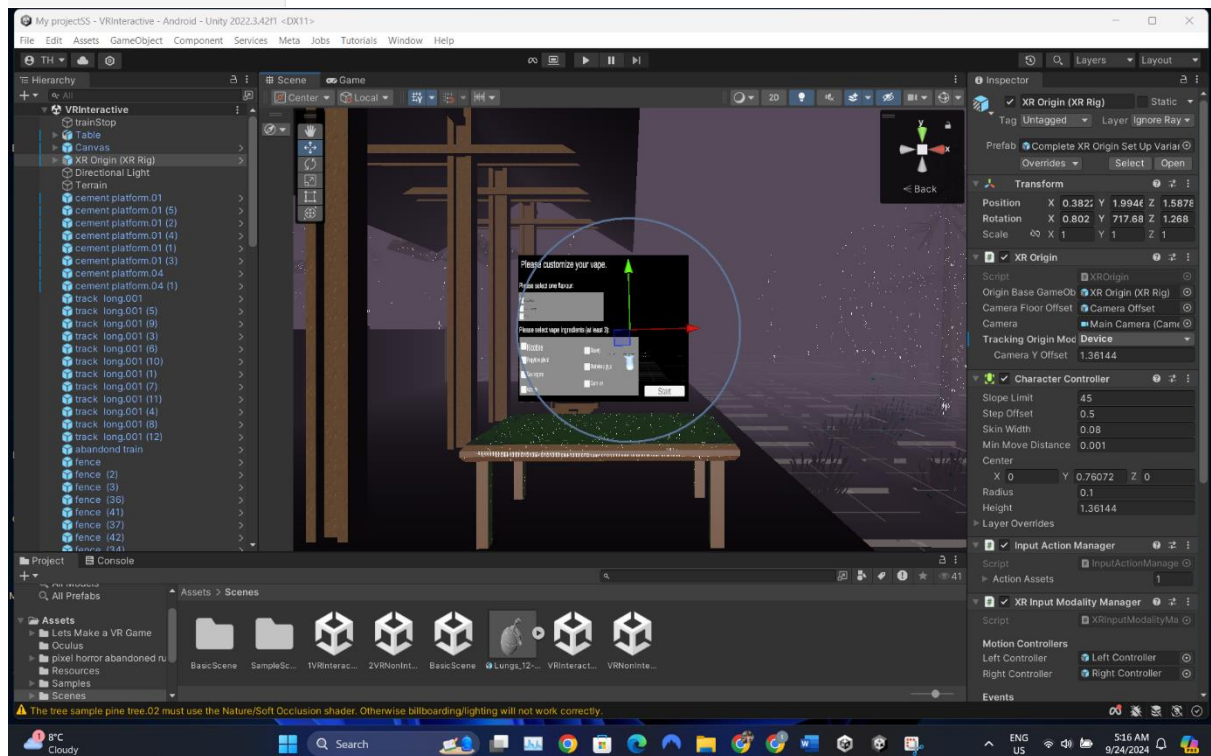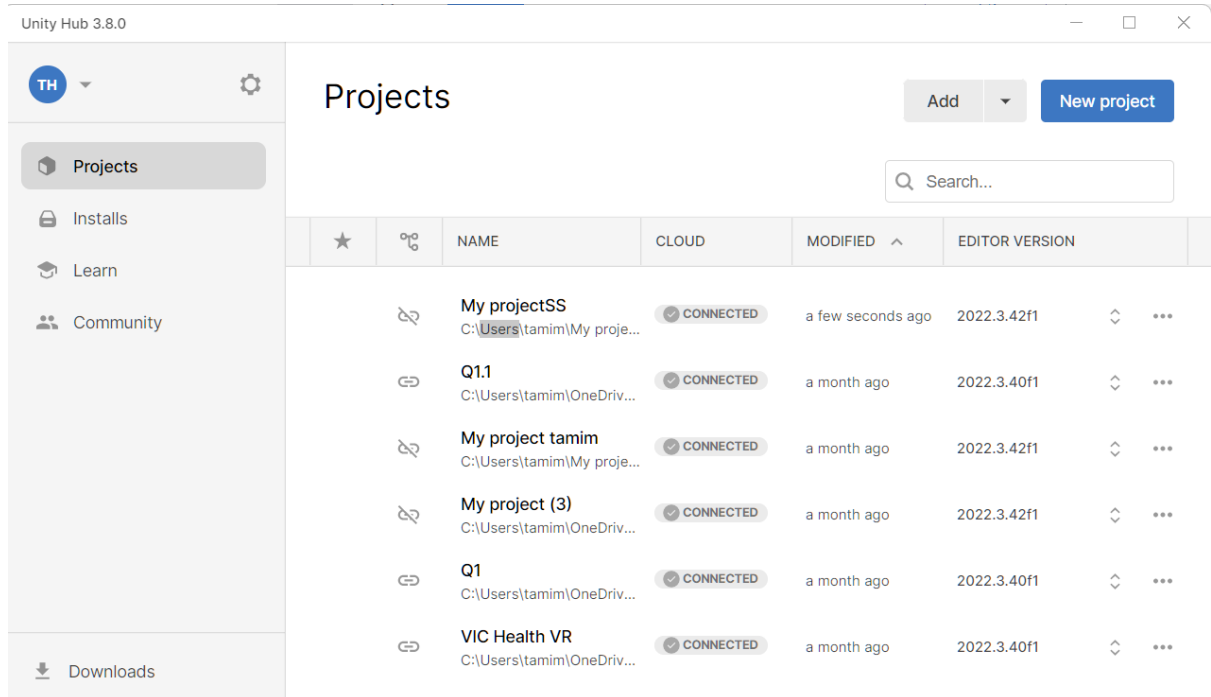| Project ID & Title	Business Process Automation
Project Client	**Client organisation –** Federation University **ABN -** 51 818 692 256 **Address –** University Drive, Mt Helen VIC 3350, PO Box 663, BALLARAT VIC 3353 **Website -** federation.edu.au **Contact details -** carol.quinn@federation.edu.au **Client engagement preferences (**e.g. e-mail, face-to-face, on-line collaboration tool**) and client confidentiality requirements. -** Online **Tools to be provided by the client should also be noted (**e.g. access to in-house software**) –** Meta Quest 3

User Stories in the Sprint Backlog

- As a young adult, I want to understand the harmful ingredients in vapes so that I can make informed decisions about vaping.

- As a member of the wellbeing team, I want the player to explore a VR experience that simulates the process of creating their own vape to raise awareness of the harmful, unregulated toxins present in vaping products that people unknowingly inhale.

- As a young adult, I want to see the physical changes vaping causes in my body so that I can understand its impact on my health.

- As a young adult, I want to visually explore the effects of vaping on my respiratory system so that I can see how vaping causes immediate and long-term damage.

Evidence of Work Done

- **Bitbucket:** git clone https://thasan1@bitbucket.org/project1907/vrproject.git
- **Jira**: https://ithicalanalysts.atlassian.net/jira/software/projects/VHV2/boards/5?atlOrigin=eyJpIjoiZWVkN2I3MGJiZGQwNDE0MjhhZDQ4ZTJiMmIyMzU0MjUiLCJwIjoiaiJ9

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▶	Xinyu and Yash-20240909_200502-Meeting Recording.mp4	09/09/2024	Tamim Hasan
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📁	lungs.zip	03/09/2024	Tamim Hasan
▶	Call with Xinyu and 1 other-20240828_161441-Meeting Recordi...	28/08/2024	Tamim Hasan
▶	OCVideo.746422714.820461.mp4	27/08/2024	Tamim Hasan
📄	Carol-Roadmap client form _VR.docx	27/08/2024	Tamim Hasan
📄	Instructions for Clients and Supervisors RoadMap - Evan Dekker....	27/08/2024	Tamim Hasan
📊	GANTT CHART 2.xlsx	27/08/2024	Tamim Hasan
📊	GANTT CHART 1.xlsx	27/08/2024	Tamim Hasan
📄	Product Roadmap 1.docx	27/08/2024	Tamim Hasan
📄	Product Roadmap.pdf	27/08/2024	Tamim Hasan

Client and Supervisor Feedback

The feedback we received from our client was constructive and insightful. She pointed out that the text in the user interface was quite small and recommended making it larger for improved readability. Additionally, she suggested simplifying the presentation of the toxins' ingredients to make them more relatable to users. She also expressed a preference for using actual objects rather than plain text, as this could enhance user engagement. Furthermore, she noted that incorporating narration or navigation mechanics would greatly improve the overall usability of the application.

Overall, the client was appreciative of our achievements given the limited timeframe, which was encouraging for our team. Our supervisor also shared positive feedback regarding our development progress. He advised us to recalibrate our expectations, emphasizing the importance of focusing on basic functionality before delving into graphical enhancements.

Changes to be Carried Forward into the Next Sprint

In the upcoming sprint, we will prioritize enhancing the user-friendliness of the game experience. We plan to incorporate additional affected organs, such as the heart, airways, lungs, and bronchioles, to provide a more comprehensive understanding. Additionally, we will utilize actual objects instead of plain menus to create a more engaging and interactive interface.

Calculation of Hours Worked (TAMIM)

As the Scrum Master and Developer for our project, I estimated my total hours worked during the sprint based on various activities and responsibilities:

1. **Daily Scrum Meetings**:
   - Conducted daily meetings, often lasting about an hour, sometimes more.
   - Estimated Total: **25 hours**.

2. **Testing and Troubleshooting**:
   - Encountered numerous issues with software and VR rendering, which required significant testing time.
   - Estimated Total: **25 hours**.

3. **Product Roadmap Development**:
   - Worked on defining and refining the product roadmap in collaboration with the team.
   - Estimated Total: **20 hours**.

4. **Learning New Tools and Concepts**:
   - Dedicated time to learning new software and methodologies, including Unity, Scrum Master practices, and Kanban, to enhance my contributions to the project.
   - Estimated Total: **50 hours**.

5. **Client Meetings and Coordination**:
   - Met with Mr. Evan and other clients to discuss project needs and manage VR headset installations.
   - Estimated Total: **20 hours**.

6. **Storyboarding and Planning**:
   - Spent time developing storyboards for the VR experience to align the team's vision.
   - Estimated Total: **20 hours**.

7. **VR Program Development and Setup**:
   - Worked on installing necessary software, setting up VR environments, and integrating team members' contributions in Unity.
   - Estimated Total: **25 hours**.

8. **One-on-One Meetings with Product Owner**:
   - Conducted separate meetings with Yash Raja to discuss project details and ensure alignment, especially in the days leading up to the open day.

o   Estimated Total: **10 hours**.

Total Hours Assumed: 200 hours

Although I didn't track my hours precisely, I reduced the estimates to arrive at a total of **200 hours**. My primary workdays were Monday through Friday, as I had part-time commitments on weekends. However, in the week and a half leading up to the open day, I dedicated extensive hours to the project. **I would like to give special credit to our Product Owner, Yash Raja, for his encouragement and support throughout this intense period.**

Individual Component

What did I accomplish in the past sprint?

During this sprint, I accomplished several key tasks: I conducted daily scrum meetings and set up our Bitbucket (GitHub) repository. For the storyboard, our team collaboratively developed initial drafts, which we then integrated to present to the client. I also contributed to the project roadmap using Jira and MS Excel, taking the lead on the main draft and collaborating with our Product Owner, Yash Raja, and our developer, Mr. Zhang, to polish it before submission. Additionally, I created the environment for our VR application and worked with the VR hands, learning how to utilize menus and objects created by Mr. Zhang. Finally, I set up and installed all the VR headsets for our project.

How did I apply stream-specific knowledge to my project?

In this project, I focused on learning Unity and SideQuest, as I had no prior experience with these tools. However, my background in computer science and programming allowed me to leverage my existing skills. I completed several courses on LinkedIn Learning, including **Cert Prep: Scrum Master** (certified by PMI), **Managing Jira Projects: 1 Introduction**, and **Stay Lean with Kanban**. My previous project management experience from earlier semesters also played a vital role in my contributions.

What did I learn from the past sprint?

I learned a great deal during this sprint, particularly the importance of integrating our work in Unity, conducting effective daily scrums, and familiarizing myself with virtual reality concepts, especially using Meta Quest 3. I realized the necessity of having an introductory section before starting the app, as well as the value of providing at least a handwritten manual for users.

What could have gone better in the sprint?

While I believe we accomplished a lot given the time constraints, there were several areas for improvement. With more time, we could have enhanced the graphical interactivity of the menus and created a user manual for those unfamiliar with VR. Additionally, our app was designed for standing use, but we discovered it was better suited for seated audiences, which highlighted the need for voice narration to guide users through the experience. Overall, the project was a valuable learning opportunity, driven by our curiosity to explore new technology and its potential impact.