

Sprint Retrospective

Iteration

2

Project Group

90

User Story (Epic)	Task	Task Assigned to	Estimated Effort (in hours per person)	Actual Effort (in hours per person)	Done	Notes
	Finish assignment 2	Tim	2	3	Yes	
Login	Implement user authentication	Victor	5	5	Yes	
Login	Connect to database for authentication	Eduard	3	3	Yes	
Postgame	Store score to database	Eduard	1	1	Yes	
Postgame	Get leaderboard from database	Eduard	2	1	Yes	
Login	Connect to server for authentication	Victor	3	4	Yes	
Game rules	allow the user to pot the ball into a pocket	Maikel	2	5	Yes	
Shoot Ball	Implement ball collisions	Maikel	2	2	Yes	
Login	Implement login screen	Jesse	2	2	Yes	
Shoot Ball	Allow the user to rotate the cue	Tim	3	2	Yes	
Shoot Ball	allow the user to drag the cue for power	Tim	2	2	Yes	
Setup game	Show pool table with walls and pockets	Jesse	5	7	Yes	
Login	Display authentication errors	Victor/Jesse	1	1	Yes	
Shoot Ball	Apply impulse on ball when cue is released	Tim	1	1	Yes	
Setup game	Show initial state of the balls	Maikel	5	7	Yes	
Main menu	Show main menu with "Play a Game"	Eduard	2	2	Yes	

Because nearly everything we planned in was for the prototype (which needed to be done 1 week after the start of the sprint), halfway the sprint we only had 2/3 tasks left.

As the lecturer advised us, we did a mini-sprint planning to give everyone a few tasks for the rest of the sprint. We tried picking tasks with the most priority but the main thing we needed to think about is what we could and could not do in parallel (e.g. we couldn't implement the rules when we didn't have the classes to store the match state yet). Also, nothing really had huge importance since we already implemented everything needed for the prototype.

These are the tasks we worked on during the 2nd part of the sprint:

Game rules	Create match state and refactor Matchscreen	Tim	8	4	No	No, needs a lot of refactoring and needed to wait for some other tasks (like scoring)
Setup game	Use sprite for cue	Maikel	3	4	Yes	
Postgame	Show leaderboard	Victor	5	2	No	Did not have enough time for this
Signup	Save new user to database	Victor, Eduard	3	1	Yes	
Signup	Implement Sign-up screen	Jesse	1	1	Yes	
Main menu	Extend main menu with "Leaderboard" and "Sound" button	Eduard	1	1	Yes	
UX	Implement sound effects	Jesse	3	1	No	Needed to wait for potting to be done, after that did not have enough time left
Main menu	Extend main menu with "Settings" and "Logout" button	Eduard	1	1	Yes	
Signup	Confirm password when signing up	Jesse, Victor	1	<1	Yes	Just 1 if statement + extra test field ;)

Main Problems Encountered

Problem 1	<u>Lost track of time spent</u>
Description	Because of the midterms in between and working in multiple stages for some tasks we did not know how long we exactly worked on it
Reaction	Write down time spent somewhere, ideally under gitlab issue, but just for yourself is also okay, as long as we know it when doing the retrospective
Problem 2	<u>Sloppy upload of assignment</u>
Description	The assignment accidentally contained 2 of the same sequence diagrams, and the link to the whole class diagram picture was a bit outdated compared to the (partial) class diagrams in the pdf (just some small things). We should have checked this better.
Reaction	Before releasing the assignment, EVERYONE should double-check the assignment

Adjustments for next Sprint Plan

	Description
Task 1	Write down time spent during sprint
Task 2	Double check assignment before handing in

Reflection: last week adjustments

	Description	Reflection
Task 1	Spend more time on coding and have 'weekly coding meeting' on Tuesday	Did it, went really well
Task 2	Make smaller tasks, first make sprint planning on paper/document, use labels/epics for user stories on gitlab	Achieved this. Made small tasks based on system requirements and used epics for grouping. Didn't do it on paper in the end, with the sysrequirements & epics it was clear and easy enough
Task 3	Create and handle merge request way earlier than last day, possibly meet in Thursday lab	First week was still a bit stressful because prototype was due in 1 week, but really improved in this and had to do a lot less last moment

