

Reflection on Iteration # 1

Context Project: Health Informatics
Group: House Gryffindor

User Story#	Task#	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes/no)	Notes
Product Planning	Definition of Done	Viktor	2h	1h	Yes	
	High-level product backlog	Wing / Matthijs / Viktor	3h	4h	Yes	
	Roadmap	Matthijs / Wing	3h	2h	Yes	
Product Vision	Answer question: Who is the target customer?	Maria	2h	30min	Yes	
	Answer question: Which customer needs will the product address?	Maria	2h	1.5h	Yes	
	Answer question: Which product attributes are crucial to satisfy the selected needs, and therefore to the success of the product?	Magdalena	2h	30min	Yes	
	Answer question: How does the product compare against existing products?	Magdalena	2h	1h	Yes	
	Answer question: What is the target timeframe and budget to	Magdalena	2h	30min	Yes	

	develop and launch the product?					
Background Research	Research into Manus VR SDK	Matthijs / Magdalena	10h	7h	Yes	Not quite sure if whether the glove will be delivered on time - so no thorough research is done.
	Research into Unity Engine	Wing / Viktor / Maria	10h	7h	Yes	
Project setup	Tooling	Maria	2h	1h	Yes	
	Git repository	Viktor	1h	30min	Yes	

Main Problems Encountered

Problem 1

Description:

We had 3 hours to make a sprint plan because the kickoff meeting was on the same day as the deadline. We didn't have enough time to think about how much effort each task would take.

Reaction :

We quickly divided tasks based on predictions of what tasks we thought we would have.

Problem 2

Description:

We didn't have the necessary hardware and the problem was very abstract to us. We couldn't really visualize what we had to do.

Reaction : This is not yet solved !

Adjustments for the next Sprint

More realistic estimates of the effort that is needed per task.