The Scrumbags

CS 1530

Prof. Laboon

June 22, 2017

Sprint 3 Write-up

For our third sprint, we had a lot of ground to cover and less time than usual to work due to the July 4th holiday. We knew this going into the sprint, and made sure to account for it when planning out the sprint. Everyone took on different tasks during our planning meeting, but we made it clear that this distribution of work was not strict, and people may have to jump around to different tasks due to the availability of others. Although this was different from how we have operated in the past, we were able to execute it successfully and are happy with our outcome from this sprint.

As alluded to above, one of the issues that we had to grapple with this sprint was multiple people working on the same functionality. Previously, tasks were divvied up in full, so one person had an entire feature to themselves to work on. Because of the holiday this sprint, some group members began tasks but then were not available to finish them, so others picked up where they left off. This presented a challenge because the people picking up the work had to familiarize themselves with the other’s code and make sure they fully understood it before building onto it. Although this was more difficult, it didn’t prove to be too much of a challenge. Because of our group chat, any questions people had about what code was doing or how it worked were able to be answered in a timely manner.

Another problem we faced had to do with merging. Because of the fact that our group members had limited availability this sprint, pull requests ended up sitting in limbo longer than we would have liked. This resulted in us finding ourselves in merge hell when trying to merge all of our different new features into the master branch. This wasn’t the end of the world, and was able to be resolved relatively quickly – however we would have preferred to avoid this added headache. In the future, we have agreed to try to review pull requests as quickly possible and get code merged in when it is ready. We are hoping that this practice will keep us out of merge hell and in a happy place.

On top of the features required for this sprint, we also recognized that a lot of our code could be written better. It worked as intended, but in places was a bit of a pain to work with. This is because we were not adhering to good object oriented programming principles as tightly as we should’ve been. In some places our code was very tightly coupled, and in others we were just accessing class variables directly, ignoring the principles of encapsulation and data-hiding. We decided that it would be worth it to correct these problems, as it would make working with the codebase in the future much more bearable. As the complexity of our codebase continues to grow each sprint, we feel that we need to be mindful of how we are implementing functionality – making sure our code is easy to work with and adapt, not just that it works.

Overall, this sprint was a successful one. Our game is now at the point where it is playable – players can not only win and lose, but they can interact with each other in meaningful ways via trading and auctioning, adding another element to the game. On top of that, we as developers are in a better place to continue working on the game due to improvements we made to the codebase. Of course, we are not done. There is always more to be done and improvements to be made, but we are happy with what we have accomplished over the past two weeks.