The Scrumbags

CS 1530

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Sprint 5 Write-up

For sprint 5, we maintained many of the processes that we’d found to be effective during the previous sprints. We continued to avoid leaving too many open pull-requests on github, which kept the number of merge conflicts low. This was especially important during this sprint, as much of the core functionality of the project has already been implemented and more refactoring is occurring. This means that group members are often working on the same files and therefore merge conflicts are more likely if pull requests accumulate over time.

One feature implemented this sprint was the 61 bus system. This didn’t seem to present us too much difficulty, thanks to effective refactoring in previous sprints. The code is modular enough at this point that this additional functionality could be added without disrupting too many other things. Implementing the win condition (which the player owns all of the buses) was a slight challenge due to our code design, but there were no major issues with adding this feature. Another challenge this sprint was AI. While a large portion of the AI functionality was implemented last sprint, much of this sprint was dedicated to adjusting for the AI and fixing issues that arose due to its implementation. For example, we needed to ensure that AI players wouldn’t be included for the bidding on properties during auctions and fix a bug that allowed AI players to have infinite turns.

Communication seemed to stay consistent this sprint, with team members updating each other frequently on pull requests and issues that arose as a result. If a new pull request broke some tests, for example, this could be fixed quickly. Also, team members were observant of minor defects found through manual testing. For example, one was found where the presence of a Unicode character in a file name could affect reading in image paths. These types of things could’ve gone unnoticed if it weren’t for communication that ensured multiple people were testing new code additions.

We feel that our development processes have improved significantly since the first sprint. Communication and work distribution have improved, and the increased focus on getting pull requests reviewed and merged quickly has helped our workflow. Our increased focus on refactoring over time has also made implementing new functionality much easier in these later sprints. Overall, we feel that we’ve grown as a team and can be proud of this project and the experience we’ve gained.