



T-404-LOKA, FINAL PROJECT

GUMMS RETROSPECTIVE

BJARMI ÁRDAL BERGSTEINSSON
FINNBOGI DARRI GUÐMUNDSSON
GUÐNÝ BJÖRK GUNNARSDÓTTIR
ÓSKAR ÖGRI BIRGISSON
PORGEIR AUÐUNN KARLSSON

2013
BSc COMPUTER SCIENCE

INSTRUCTOR: BIRGIR KALDAL KRISTMANNSSON
EXAMINER: SIGRÚN EVA ÁRMANNSDÓTTIR

GUMMS
RETROSPECTIVE

The sections below contain the conclusions of the retrospective for each release. After each release all team members met and wrote down the main points that they felt stood out or could be improved for the upcoming release.

Release 1

Unity3D knowledge and unit testing were decided on as focal points for the next release.

Table 1: Retrospective for Release 1

More	Same	Less
Everybody present when planning releases	Groups of 2-3	Less interferences between groups concerning coding decisions
Pre-release planning	Workload	
Unity knowledge		
Comments		
Make sure everybody is on board		
Code review		
Better story descriptions		

Release 2

Up until this point, there had been a lot of problems with getting everyone together for the daily meetings. It was decided to focus on this problem for the next release.

Table 2: Retrospective for Release 2

More	Same	Less
Scheduled standup meetings		Workload
Updating finished stories in the TFS		

Release 3

For the upcoming releases team members must be more considerate towards other people's code

Table 3: Retrospective for Release 3

More	Same	Less
Keep better track of hours worked	Scheduled standup meetings	People not around
Communication		
Pair programming		
Consideration towards people's code when changes are made		

Release 4

The team was generally pleased with this release and consequently had little to comment on. All though it was decided to move the standup meetings from Tuesdays to Mondays and from Thursdays to Wednesdays for upcoming releases.

Table 4: Retrospective for Release 4

More	Same	Less
Scheduled standup meetings		

Release 5

For the upcoming release it was decided that the cover system and visualization of the game should be the main priority.

Table 5: Retrospective for Release 5

More	Same	Less
Comments	Workload	
Tests		
Refactoring and reordering the structure of the system		

Release 6

This was the last release before the feature freeze. The focus therefore to fix the path finding algorithm and other minor bugs.

Table 6: Retrospective for Release 6

More	Same	Less
Comments	Workload	
Tests		
Refactoring and reordering the structure of the system		