Interim Retrospective

The Moose
Presentation Feedback

● Positive Feedback
  ○ People liked the demo

● Negative Feedback
  ○ Are educational objectives being verified?
  ○ Better risk management

● Contradictory Feedback
  ○ metrics
  ○ process (more positive than negative)
Effort Metrics

- Inaccurate story point estimation after 4 sprints doesn't mean we should change sprint parameters.

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**Story Points per Sprint**

- [Chart showing story points per sprint]
  - Sprint 1: 40 (20 Complete, 20 Incomplete)
  - Sprint 2: 60 (40 Complete, 20 Incomplete)
  - Sprint 3: 120 (80 Complete, 40 Incomplete)
  - Sprint 4: 60 (40 Complete, 20 Incomplete)
Effort Metrics (cont.)

- todo
Mitigations

- **Educational Objectives**
  - Create clear mission
  - Develop and execute test plan to measure educational value
    - Early next semester so it can influence game design choices

- **Risk Management**
  - Start tagging user stories with risks.
  - Reduce focus on “certainties” that have no mitigation apart from time + effort.
  - Focus on common SE risks
Mitigations (cont.)

● Documentation/ Game Design Updates
  ○ Instead of having a continuing documentation story add updated documentation to the acceptance criteria of technical user stories.

● Sponsor meetings
  ○ Only have meetings when necessary.
  ○ Better documentation will help here
  ○ More transparency between sprints
Process Changes

- Process Issues
  - Experiencing sprint slack
    - A lot of effort is expended at the end of the sprint instead of throughout
    - Stories blocking other stories in the same sprint
  - Sprint cycle overhead
    - Big backlog grooming every sprint planning
  - Demos don’t provide feedback
Process Changes (cont.)

● Process Mitigations
  ○ Changing the sprint time box
    ■ Increasing the length to reduce overhead, could cause more slack time
    ■ Decreasing the length to encourage constant progress, could add too much process overhead.
    ■ Changing the time box after 4 sprints could put our estimations back at square one
Process Changes (cont.)

● Process Mitigations
  ○ Better effort estimations
    ■ tag stories with risks
    ■ make time for in-depth sprint retrospectives
  ○ Reduce process overhead
    ■ Perform one large backlog grooming so that it is not needed every sprint planning
    ■ Plan multiple sprints in advance, make alterations at sprint planning
Process Changes (cont.)

- Process Mitigations
  - Develop a more structured way to perform demos
    - This may be helped as development produces demos with more content in the future
    - Usability testing will provide a wealth of feedback
Semester Uno Accomplishments

- We’re all novice Unity developers now!
- We have a fully functioning student management system!
- We have the skeleton of our first level done!
- Gleeb-Glob! We have a plot! (Though it could use some more work)
Early Second Term Deliverable

● Completed Level
  ○ All UI elements
  ○ All controls
  ○ Plot line
  ○ All features relevant to level

● Plan for educational testing

● Usability testing schedule finalized