

# **Interim Retrospective**

The Moose

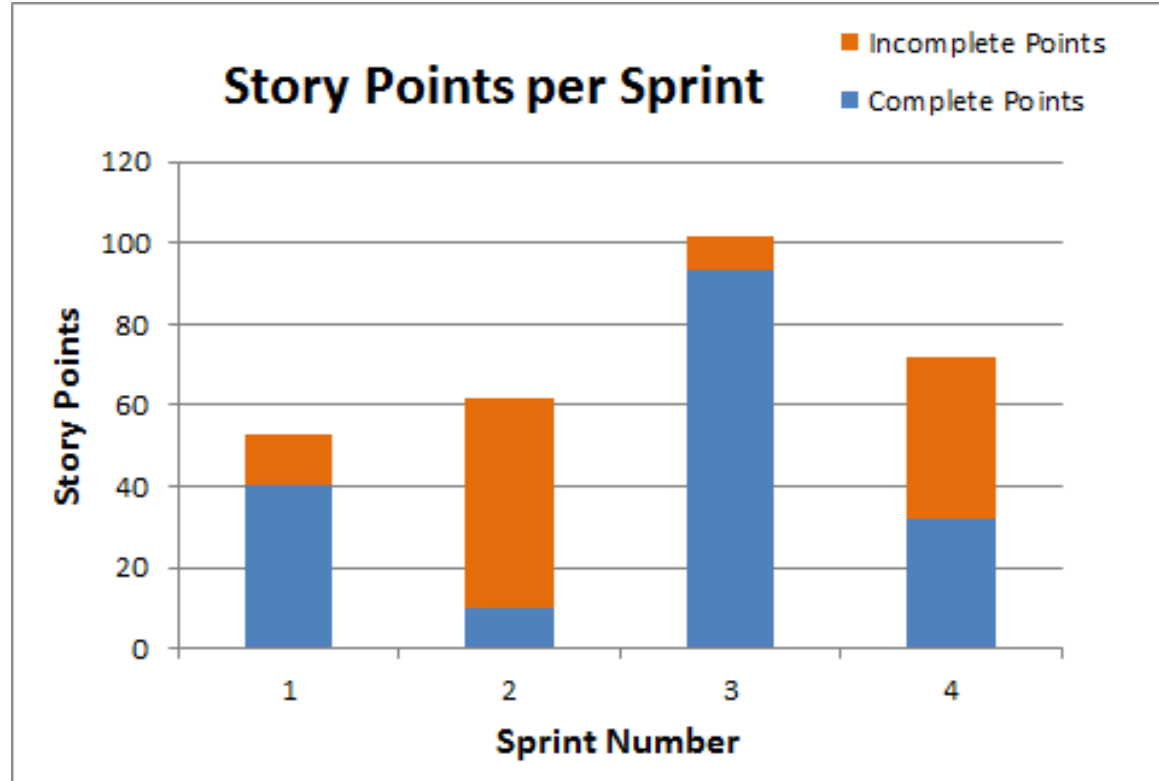


# Presentation Feedback

- Positive Feedback
  - People liked the demo
- Negative Feedback
  - Are educational objectives being verified?
  - Better risk management
- Contradictory Feedback
  - metrics
  - process (more positive than negative)

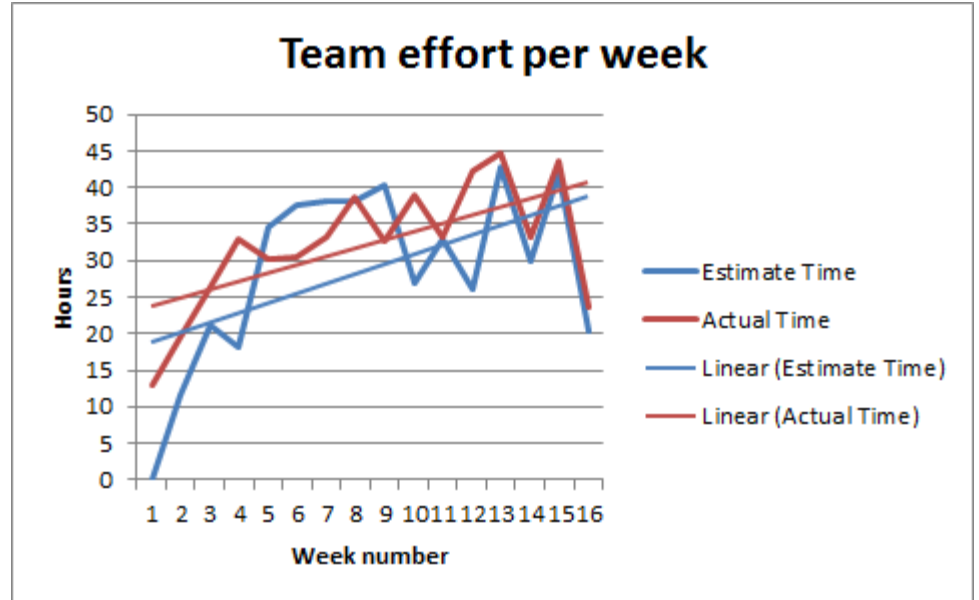
# Effort Metrics

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