
CS 192 AY 2014-2015 Lessons Learned Report

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Project Name: Eleven-Fifty-Nine Android Scheduler

Client: Green Applets

Sprint Number: 1

1. What were the main lessons your team learned in this sprint?

We realized that our user story points were too broad. We were not able to explicitly state the specific user scenarios that would be needed to fully implement the target feature of the spirit. We also learned that time should be allotted for some learning how to use or code certain features in Android.

2. Describe one example of what went right in this sprint.

We were able to implement the feature of adding a new task, in that it reads and writes to the file on the device.

3. Describe one example of what went wrong in this sprint.

We did not consider the user experience for the implemented feature. This made it uninteresting to the client since they were not able to see it as how it should be seen if it were implemented into the application with a user interface.

4. What will you do differently on the next sprint based on your experience working on this current sprint?

Our team will identify and break down more scenarios for each story point so that we could focus on the specifics for each feature that will be implemented for each sprint. We will also allot time for familiarizing ourselves with the Android development environment.

Version: 1.0