

# Sprint 1 Retrospective

## User Front-end

### Attendees:

Ziwei Cui [Ziwei CUI](#)

Yizi Han [Unknown User \(yizih\)](#)

Yuxiang Liao [Yuxiang Liao](#)

Ruocheng Ning [Ruocheng Ning](#)

Yuhao Wang [Yuhao Wang](#)

### What did we do well:

- User story tasks were distributed according to each member's preference.
- The team felt responsible for our individual tasks, therefore we arranged our own project schedule.
- Contribution to the project was equally made by every team member.
- Most of the tasks were done in high quality and on time.
- We complemented each other during the project. For instance, Yuhao communicated often with clients and other teams; Ruocheng helped others a lot due to his rich tech experience; Ziwei had a good habit of recording meeting summary on Confluence.
- We successfully designed a user front-end UI with key components included.
- Every team member participated all the group meetings. No one ever absented.
- All the members have learned the technologies which were required for the project. The sprint 2 may go more smoothly.
- Thorough documentation updates on Confluence and Trello enabled team members to have comprehensive understandings on the project progress.

### What went wrong in the sprint

- Meetings were not very frequent. Lack of communication on the project progress and potential design/security issues.
- We focused more on individual development, which caused that the product owner could not monitor the work progress timely.
- We did not communicate demands with the back-end team at very beginning. Several tasks were delayed because of failure on data interaction with back-end server(e.g. sign-up/login result, payment processing result)
- The UI design was not very clear, and we wasted too much time on revising the design.
- Not very familiar with the git version control. It cost the team extra time on version merging and updating.
- We have not presented our deliverables to clients for now. Need more information or advice from them to tell whether we are on the right track.

### What did we learn in the sprint:

- Learned how to use GitHub branches to manage the real project and display the progress during development.
- improved our team problem-solving skills while collaborating with each other.
- Learned how to invoke the API of react-stripe.
- Learned how to design the front-end UI page by using reactJS.
- Studied the structure of a React Project and learned how to use different functions in the React. (e.g. Router, Requests)
- Learned how to invoke the API of an external website/tool.
- Improved communication skills through group discussions.
- Realised that teamwork was a key factor in a project which could make us more efficient.

### What should we do differently for the next sprint:

- When we plan to do a user story, we need to define clearer and more uniform objectives at the very beginning.
- We will increase the number of stand-up meetings to discuss project progress and solve problems.
- We need to communicate with clients more regularly to ensure that we will not miss any key components.
- We need to communicate with the back-end team more often to learn more about data interaction between both sides.
- Make sure every team member develop on their own branch and make full use of git tool.
- We could ask for assistance while getting struggled, instead of waiting too much to solve it alone and delayed other tasks.

## Admin Front-end

### Attendees:

YongJie Liu [YONGJIE LIU](#)

Ning Han [Ning Han](#)

Shijia Li [Shijia Li](#)

Jiaxuan Feng [Jiaxuan FENG](#)

Zheng Shi [Zheng SHI](#)

### What did we do well:

Our team finished the mandatory tasks on time with high quality. Besides that, the team communicated in a high frequent to check each others' status and working procedure. Weekly meetings are held regularly.

### What went wrong in the sprint:

Since the system structure is complicated by fetching Auth0 users, modules and orders, and the TRUE data is highly relied on the backend team, the Admin front-end is only capable of using mocking data for testing and data structuring. The optional task and detailed functionalities can only be finished in Sprint 2 after back-end team build the database for the data and feasible to be fetched to the front-end side.

### What did we learn in the sprint:

We have understand the difference between product requirements and functions achieved, and we also find the admin front end is highly relied on the backend API and data transmission.

### What should we do differently for the next sprint:

In sprint 2, we can apply real data in our admin frontend, we should cooperates more frequently to backend team in order to apply their API. We also need to cooperate with user front end team, as we need to merge the programs into one product.

To test our product, we need to add unit tests in the sprint 2 to debug and ensure that the product can reach the requirements of the product managers.

## Back-end

### Attendees:

Kelvin Wijaya [Kelvin Wijaya Wijaya](#)

Deyou Zou [DEYOU ZOU](#)

Aditya Vikram Khandelwal [Aditya Vikram Khandelwal](#)

Yan Dai [Yan Dai](#)

En Wen Tsai [En Wen Tsai](#)

### What did we do well:

- Team communication goes very well, we keep everyone updated about what we're doing & what blocker we're currently have
- Client communication is also very smooth, we can contact Paul often and he would reply, yet as he's busy, some crucial information such as technical ones are delayed.

### What went wrong in the sprint:

- The API documentation for task that is crucial for us to build the back end engine is not complete yet, hence delaying our development progress.
- After client provided us the requested task API documentation, we thoroughly examine and learn it and found that we still can't implement the attach geometry to resource & task creation, further delaying our development effort.

### What did we learn in the sprint:

- Clear documentation that is the foundation of the sprint planning should exist before the project start, otherwise, we keep compiling the incomplete information during the sprint itself, and project's timeline & progress become unmeasurable.
- Exploring APIs on Eratos' server means trial and error and it takes time, next time doing this we'll start this process as early as possible so that the communications with the client can happen early as well.

### What should we do differently for the next sprint:

- Try to engage with the client more intensively.
- Engage with other front end team on their requirement so that we can accommodate effectively.