Sprint3 Review

Sprint goal

Implement six animation profiles US4 - US6; Create a functional visualizer that enables the function mentioned in Sprint User Stories US18, U20 - US22

Demo

Demo	Feedback
US4 - Transport Animation	Not finished.
US5 - Movie Animation	Not finished.
US6 - Storage Animation	The Storage animation is well-presented and clear. Marked as done.
US18 - Implementation of the download function	The download function for PNG, GIF, and MP4 files has been implemented. Marked as done.
US20 - Implementation of PDDL generator	Not implemented due to the difficulties in implementation.
US21 - Implementation of processing overlapping visual objects	The processing of overlapping visual objects has been implemented successfully. Marked as done.
US22 - Implementation of history record	Not implemented due to the difficulties in implementation.

Completed Task

- 1. US6 Storage Animation
- 2. US18 Implementation of the download function
- 3. US21 Implementation of processing overlapping visual objects

Backlog Update

- 1. US4 Transport Animation and US5 Movie Animation
 - o Status: Not finished
 - Notes: These user story remains pending and will need to be carried forward in sprint 4. The priority is 'High', and the estimate story point is 5 for each.
- 2. Since US20 and US22 are assigned as low priority compared to others, after the discussion over the team, we decided to focus on delivering the highest value features and functionality, therefore we decided not to include them in sprint 4 due to the time constraints.
- 3. Deployment Tasks
 - Ensure all development tasks are completed and ensure the functions meet the acceptance criteria defined for each user story.
 - Create pull requests for the changes. Each pull request should include a description of the changes made and links to related user stories.
 - Our client will conduct a thorough code review of each pull request to ensure code quality, adherence to coding standards, and alignment with the project's architecture and objectives

• After the code review process is complete and any required changes have been addressed, our client will merge the pull requests into the main codebase. Once merged, the changes are deployed to the production environment.

What did well?

- 1. **Implementation of the features:** We successfully completed the implementation of the storage animation, download function for PNG, GIF, and MP4 files and processing overlapping visual objects. These features were well-received and met the requirements outlined in the user stories.
- 2. **Flexibility in Adaptation**: We did some changes about the task at the start of this sprint, such as the way of processing overlapping visual objects and the change of animation domain. The team demonstrated flexibility and adaptability in responding to changing requirements, adjusting priorities, and accommodating feedback.
- 3. Adherence to Coding Standards: Team members consistently adhered to coding standards and do code review regularly, resulting in maintainable and high-quality code.

Areas for improvement and actions

- 1. Technical Skills Development: In the development process, we faced the challenge of technical barriers which therefore lead to the failures in implement some user stories such as US20 and US22. Our team realizes that there are certain technical skills that could be further developed to improve the quality of our work. We need to put more effort in technical skills development through online courses, tutorials, books, and workshops relevant to the project's technology stack to build expertise in relevant technologies used in this project, such as Python and JavaScript.
- 2. Testing Strategies: Our current testing primarily focuses on doing acceptance testing manually. We need to improve the testing strategies by implementing a combination of automated and manual testing to improve the quality of our product and detect the bugs early in the development process. For example, introduce the unit test to ensure that each unit behaves as expected and automated acceptance test to improve the efficiency.