Team 17 Sprint 1 Retrospective

Northrop Grumman Xetron Seismic Activity Map

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**What went well**

* 1. Almost all the tasks in the planning documents has been completely implemented.
  2. The user interface of our web and the google map has their basic functionality.
  3. Instead of make a demo of polygons on the map, we make a method that take basic information of seismic activities transfer to the polygons on the map. This method can be use after we successfully implement the database.
  4. The web structure is correctly implemented as the design document. All the buttons can link to their pages.
  5. All the classes and fields that were defined in the design document have all been completed . (Only the basic frames)
  6. Also we can not make the web work on any devices, as a local server, our web now works for all the web browsers.

**What didn’t go well last sprint**

The support software for designing our user interface (Vaadin) was much more difficult to get accustomed to than we originally thought it would be. Without getting into technical details, many of the software requirements to run the program were not explicitly mentioned in the installation instructions, and we had to spend a fair chunk of time searching forum posts, etc. for what we needed to do to make it work.

Eclipse’s built in git functionality caused some serious headaches, and we repeatedly ran into trouble simply trying to pull the most recent version from a branch in the repository. After many run-ins with this little gift, we were forced to use the command line version of git, and our lives got better.

The specific user story that we were unable to complete during the first sprint was: *As a user, I want to be able to access this system from any web browser on any device.* The reason we were unable to complete this user story is because we had struggled greatly in our other, more essential, user stories, such as setting up Vaadin. Once we were finished with these other stories, we realized we didn’t have much time left. We were forced to push this user story to a later sprint.

A smaller issue we had was coordinating everyone’s schedule to meet at a convenient time. For the most part, everyone was able to meet at the arranged time, but sometimes circumstances came up that caused one or more of us to be unable to meet. There wasn’t much of an effort to catch people up on what they missed, but with the roadblocks we were hitting, not much catch-up was really needed. It may not have been much of a problem, but it’s something we should be wary of in the future.

**What we should improve moving forward**

Although our group worked very well this past sprint, there is always room for improvement. The biggest area where we could make some improvement is task time estimation. We became very stressed during the first sprint because we thought we could take on more tasks than we actually were able to, due to our underestimation of their required time. The second main area our team can improve is an overall understanding of the git commands. We use git as our source control, so it’s important that every team member has a strong understanding of typical commands in git as well as how to execute them.