CS 192 AY 2014-2015
Lessons Learned Report

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Project Name: Watudu

Client: Ma'am Annette

Sprint Number: 2

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

We've underestimated the time we have and thought we can finish all tasks in just one Tuesday.

Ask help from those who have knowledge in Anndoid Studio.

Youtube is your bestfriend for tutorials.

See it for yourself. You won't know it will work, until you try it and run it on your android phone.

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

We've finalize our database structure together with the Web App team. We met the client and showed it to her. Also, we already agreed on a logo for our app.

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

We can't get away from cramming. We start early, we successfully run the app we build day/s before deadline.

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

The only thing I can see that will imprive our pace and 'building skills' is to code more, and more trial and error incidents to come. Once we get used to every function and every stuff there is in Anndroid Studio, we might be able to do this faster. I'm believing it will turn out that way.