
CS 192 AY 2014-2015 Lessons Learned Report

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Project Name: Watudu

Client: Ma'am Annette

Sprint Number: 1

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

Should never stop in finding more examples so you'll know what better strategy to use. I found different ways to do the parsing and all, but they are all hard to follow and very complicated. Good thing I found an easy one that is not that complex. I mean, "bakit mo pahihirapan sarili mo when there's an easier way" or something like that.

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

Finally made the app somehow connected to the internet.

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

We can't do it in our app! Something's not matching with the version of gradle and all. So it means we need to find another method if we will stick to server-android method of grabbing files.

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

Even if there's no next sprint, we should also do the file reading (before the alpha and beta testing) because we can't tell if the web app can make the server and all.