

EECS 3311: Retrospective

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What We Learned:

Learned to use version control software (git+github) with a group. None of us had used git in groups before this project. Together we learned about how to set up branches, merging feature branches, pull requests, handling merge conflicts, etc.

We learned that regular meetings would help us with the development of the project. At the start of each iteration we would meet and turn the user stories into development tasks and then each person would take their pick on what they wanted to work on. In the following weeks we would still meet as regularly as possible (typically after class) to gauge our development rate and if we were running short of time then we could decide what feature to cut/delay.

Unsuccessful Design Choices:

The design choice of having the abstract Ingredients class with each specific ingredient as a sub-class wasn't as good of an idea as we thought. Because of this design, we are limited by the number of ingredient classes we can have. If the client wants a new ingredient added, they can't just add it through the inventory system. We would have to write a new class for the ingredient first. We went with this design as it seemed safer, misspelling ingredient names in the manager page wouldn't cause issues in the rest of the app.

Fixing in Release 2:

A refactor would be needed. The Ingredient class would be a concrete class, with name, type, price variables. The database would stay the same and would construct new Ingredient objects with the data saved in the db. The most challenging part would be to add some sort of validator when adding ingredients to the database. The validator would need to check for existing ingredients in the database, along with proper formatting and nothing unexpected.

Evaluating Changes:

The change would be considered successful if the app retains all current functionality, with extra ability to add whatever new ingredient to the database and have it show in the topping selection page with no extra dev work.

Also complete a retrospective activity at the end of ITR3 based on what you have learnt:
discuss
design decisions that have not been as successful as you would have taught. Explain how they
can
be improved in Release 2. Determine concrete (and realistic) ways of improvement, and
decide
how their success will be evaluated at the end of Release 2. Submit with this iteration a short
(half
to one page written) description of what you have discussed