COMP4050 Log 4

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Team Roles:

- Ameer Karas, Scrum Master, Backend Team
- Joshua Vazzoler, Trello Board Master, Backend Team
- Tony Li, Github Master, New-Feature Developer (Google Maps)
- Christopher Purkiss, Frontend Team
- Katrina David, Frontend Team

Comment On Log 4:

For the final phase of this project most of the development had already been completed. As such, my team's primary goal for this phase was to plan how we would present our6-- review what we had already created.

Planning and Estimation:

- As the scrum master, I organised meeting agendas prior to our weekly class meetings, as well as for our own team meetings outside of class.
- Joshua Vazzoler (my backend team member) and I scheduled impromptu meetings to discuss backend fixes, bugs, and ideas for future development should we have time.
    - The future development we discussed concerned storing user comments in the database.
- Backend team members discussed the potential to rate a user based on their individual skills. For example, one user may be a better painter than a cook. We wanted to explore the potential to make the rating system more specific to a person's skills rather than the user as a whole. To change the rating system to affect each user's skills would require a back-end restructure.
    - We would have to change how the current rating system works as well.
    - We deemed that this addition was not feasible due to time constraints.
- Team members organised to have a meeting to discuss how we would approach the final presentation. I created a structure for our presentation and discussed with team members what we would need to present and how.
- Team members organised how we would tackle our last phase of the project: review and testing. Our gameplan was:
    - Focus on ensuring what we had already developed was functional and had appropriate error handling.
    - We did not want to implement any new features due to time constraints. Also, we anticipated that and new features could have errors that would impact our product's functionality, and would require time that we did not have.

- I proposed that we approach the final sprint as a touch-up period. We will be testing our system for exploits, flaws and user friendliness. To properly test user friendliness, we will reach out to some of our peers and ask them to attempt to navigate the system and correctly use SwapStreet.
- We also need to reset some user profiles in preparation for the live demonstration during the final presentation. This is because some users have incorrect user details due to our testing of the 'Change Personal Information' feature.

Development:

- For the final presentation I created a structure for our presentation and discussed with team members what we would need to present and how.

Review:

- As the scrum master, I kept up to date with each team member's sprints and reviewed everyone's progress at the beginning of each in-class meeting.
- Joshua Vazzoler and I reviewed the Backend branch of our SwapStreet repository to ensure there were no merge conflicts when we would push our changes to our branch. We would perform the same process when our branch was merged with our main branch.
- Joshua Vazzoler and I reviewed each other's developments and implementations over the course of the semester. This was to determine the author of each file. Joshua and I had worked together on the same task using a screen share feature to complete work in each file. This was to avoid merge conflicts and to get through work quicker.
- I went over each team member's part for the final presentation to ensure everyone understood how we were going to tell our team's story.
- I reviewed each team member's contribution to our code to determine the authors of each file.
- During the Week 11 meeting, it was noted that the 'Google Maps' feature would slow down over a user's session. This was found to be due to constant requests being sent to the Google Maps API each time a user visited the home page. Furthermore, each marker on the map sends a separate request which slowed down the process further. Our short-term fix is to simply refresh the page.
- I tested the functionality of our system and compiled a short list of instructions to use our SwapStreet system. I also detailed how to navigate to the 'help centre' in this instruction list. I passed this list on to my brother and father and asked them to navigate the site and use it. Generally, their feedback was:
  - "The website was initially a little bit overwhelming, and it was difficult to use at first. The 'help centre' was a large factor in promoting user friendliness. The map feature was instantly recognisable and made it easier to visualise the users and jobs in our proximity".