

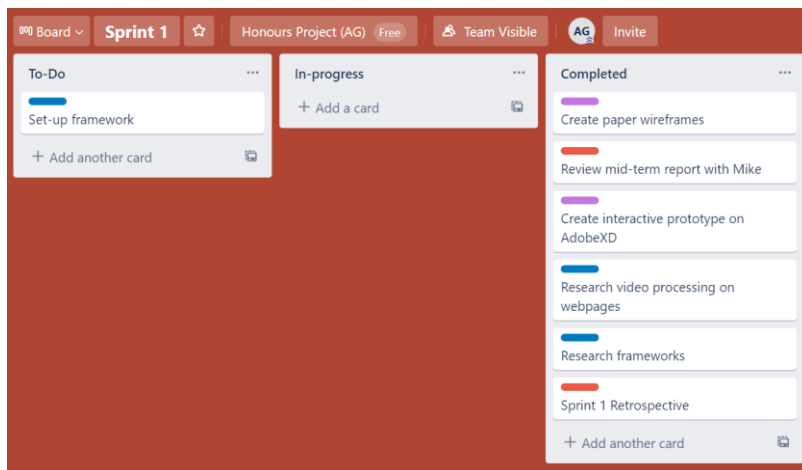
Sprint 1 Retrospective

Start Date: 1st of February 2021

End Date: 7th of February 2021

Duration: 7 days

Goals: Sprint 1 was a Design Sprint which loosely followed the methodology laid out in the book 'Sprint' by Jake Knapp [1]. The purpose was to quickly prototype a system design with attention to features and the user experience. Research into frameworks and video processing was also completed during this sprint which enabled a more accurate design to be created.



Decisions:

Vue vs. Angular vs. React

Vue, Angular and React were all considered for this project. Research was conducted with video-processing compatibility as a major factor. Due to the timescale of this project, complexity and learning curve were also taken into consideration. Angular was deemed to be unsuitable due to the high learning curve required to use the framework well.

It was identified that React is commonly used on video streaming platforms [2]. React is also known for being more efficient and performance-oriented. For these reasons React was chosen as the Javascript framework for this project.

Bootstrap vs. Material UI

Bootstrap was first considered due to its popularity. From research it was discovered that Material UI is a react-specific component library. This framework was chosen due to this compatibility and also as it provides more fleshed out components and simple customisation.

Outcomes:

An interactive prototype was created on AdobeXD to create a starting point and visual motivation for the implementation. Research was conducted into various front-end frameworks with React and Material UI ultimately being chosen. A Trello board was set up to keep track of tasks per week and control the scope of the project.