Sprint 4 Retrospective Meeting

What went well during this Sprint?

One thing that went well during this Sprint was that we were all consistently on task and effective during our in-class work periods. We fixed several key bugs in our code, and even though we haven't yet completed all the features we are looking for in our final application, we have a basic version that works fully. Our team collaborated well with each other in order to maximize our productivity.

What problems were encountered?

We ran into a few problems, one being a bug that was hidden until we started work on live location. The problem is that if the user simply enters a string into the input box and does not use autocomplete, then the route is not plotted on the map. This was found because when live location is used, it does not use autocomplete, it simply retrieves an address. The other bug we realized was our Add Custom Point method – we were simply overcomplicating the scenario, where we wanted to just add the custom point to our list of locations and process that through Calc Route. We ended up using the same methods we did for our main text field, which ran Directions Service implicitly, which took us so long to realize, and then we realized we had to fix it and iterate upon the algorithm we currently had.

Were these problems solved? If so, how, if not, why?

The live location/autocomplete bug has not been solved because it is much more complicated than we initially anticipated. There is an object that is created by autocomplete that is difficult to replicate with just a String address.

What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?

Next Sprint, we are planning to spend some time working together outside of class (potentially this weekend) to finish up some features that are in-progress and develop our UI. We also plan to be more deliberate in communicating the structure of our code so that it's easier for others to modify when adding new features.