

Sprint 4 Review Meeting

What was accomplished in this Sprint and how did it add value?

This Sprint, we accomplished the following:

- We fixed a major bug in the functionality of our route optimization and corresponding waypoint display. Originally, the waypoints were not being displayed tabularly in intended order, but by implementing promises, we were able to resolve the issue.
- We expanded the menu of available place types the user could select from.
- We developed a time algorithm that provides a recommended duration for the user to stay at each place (but this does not yet include the user's start/end time constraints).
- We made progress on our addCustomPoint feature – we were able to get Autocompleted locations for custom queries and add that to our parallel arrays, but we realized that it was implemented with bugs. However, we have a working Custom Point with our inspect element console as of now.
- We successfully found a way to retrieve live location.

Each of these elements added value to our product because they each contributed a significant piece to the overall functionality we are looking for.

What (if anything) has changed in your environment?

This sprint, we had a lot of diversions, including our favorite examinations by the College Board. We also had a couple of members who were sick and could not come to school, and we communicated through our group's Team channel and completed progress through that. Our development environment had a fresh increase of branches as we found bugs and coded solutions, so we had a lot of branches that we merged and others that we are still working on.

What (if any) adjustments did you make to your product backlog based on the results of this Sprint?

We met a lot of our sprint goals that we had set for Sprint 4. We intended on getting our location optimization working first and foremost, as the intention of our app is to provide that optimized route to anyone seeking an itinerary. We finally got that working in Sprint 4 (yeah, get this, it took us 4 sprints to fix our code! This truly showcases the trial and error we experienced...) and we were so proud that it did. We also had a lot of other features we wanted to implement to make our app thorough, such as our time duration algorithms and custom point, and all of these goals were met within the scope of Sprint 4 – however, we were met with a lot of bugs, and we have new tasks in mind for Sprint 5.