Team reflection week 17

We have been more productive as a team and made large improvements to the product, as in rendering and visual aid. We've also made improvements to the distribution of the work. One way teamwork could be improved is by working more together which would improve the workflow even more.

We always make sure everything that's being worked on on separate branches can be merched to the main branch when the work is done.

We worked on improving the footer and header which we also added improved buttons with functionality to, such as darkmode and a way of opening the priority/leaderboard. The information window for the fires was updated, and it is now a little pop-up window instead of a sidebar. This results in less space taken up on the screen. We also optimized the rendering of all the markers on the map through clustering, resulting in a smoother user experience and made it possible to have a lot more fires present at the same time.

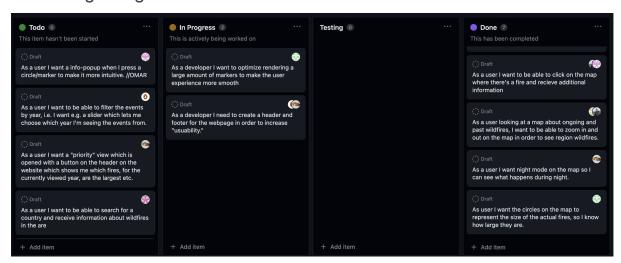
Next sprint we want to bring implementations to the filtering. This includes letting the user change which year of wildfires to look at. This will minimize the amount of markers on the map and also make it easier for the user to understand the data.

The product owner created a persona in an attempt to make the process of producing the product easier. This persona reads as following:

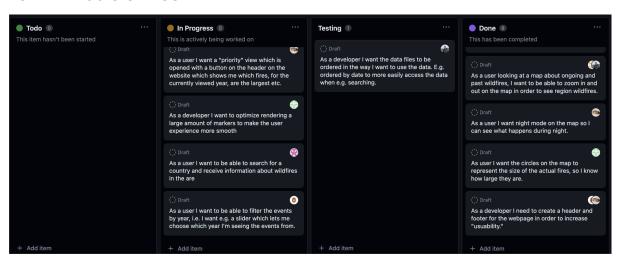
"As an individual with a keen interest in fires and wildfires, I strongly desire a website that provides up-to-date information on recent events, with a highly intuitive user interface featuring map and timeline views, as well as filtering options for easy navigation and access to detailed information about individual fires."

After viewing the feedback regarding user stories we rewrote them, making them more empathetic to our persona. We use multiple perspectives in a combined effort to improve the product. See the scrum board below:

24/4 - Beginning of week



26/4 - Middle of week



28/4 - End of week

