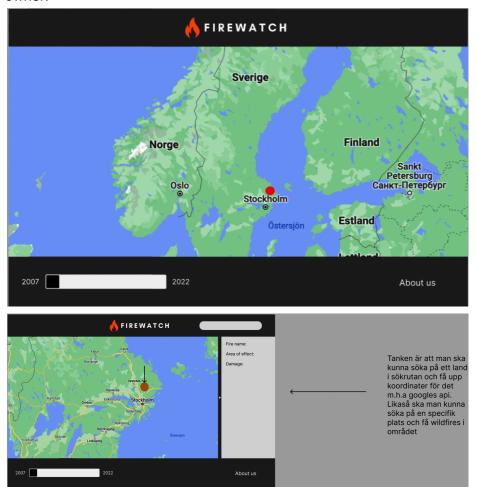
Team reflection week 16

The first thing which happened was a meeting with Omar at 10:00 on monday where we talked about the project. Nothing of much value was added as the project is in early development. Omar wanted a user story where the fire was circled.

In the beginning of the week the team created figma models with guidance of the product owner:

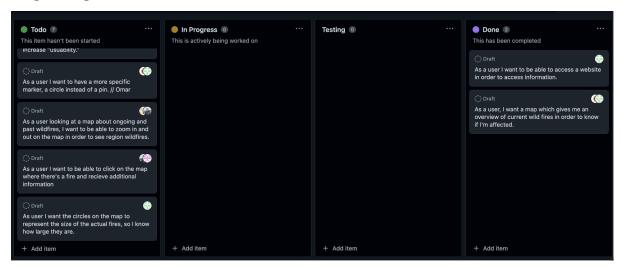


The main idea of the figma sketch is to create a better sketch than the improved paper sketches provided earlier said day.

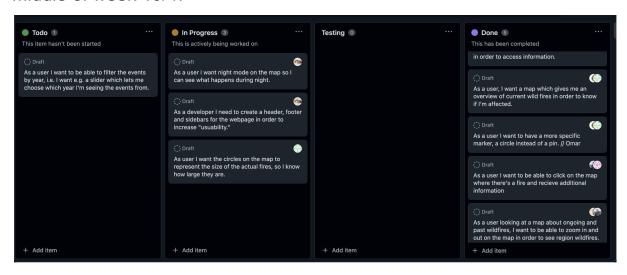
The team talked about multiple ideas such as:

- A scroll bar seen in the bottom of the left corner which shows the fires for the current year (and a activity graph above the scroll, showing when more fires are prevalent as a higher peak in the graph)
- An info box to appear when pressing a pin regarding that fire
- Nightmode and daymode

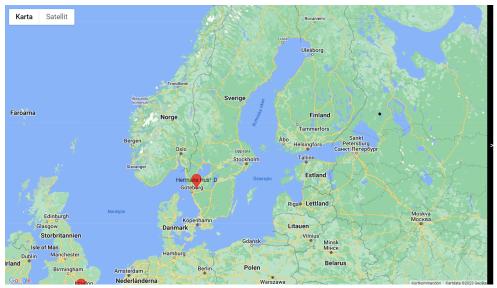
Beginning of week 17/4:



Middle of week 19/4:



End of week 21/4:



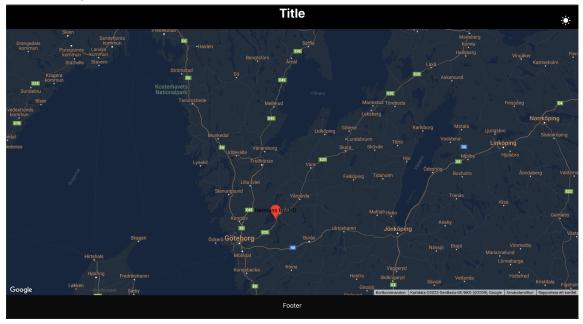
Wildfire somewhere in the world

Coordinates: 62.06172, 32.99343

Date: 2021-01-14
Brightness: 332.9

Fire Radiative Power (FRP): 41.2

We also implemented dark mode, which can be switched on and off by clicking the icon in the upper right corner.



At the end of the week we finished half of the sprints with little left to do on them, something that will quickly be resolved next week. A good idea would be to maybe have a smaller TODO, as one less user story would have resulted in all the user stories being finished. The team has improved in productivity and the tasks are becoming more specific rather than generic.

Communications in week 16 have significantly improved compared to week 15 due to the implementation of a more structured approach to communication through Discord.

We had a meeting with Omar at the beginning of the week where he gave us a user story to implement, which we did.

For next week we plan to implement more functionality, such as a way to filter which fires are shown on the map, as well as a sidebar which ranks the biggest fires shown on the map.