

Sprint 1—Retrospective

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What went well:

- A lot of troubleshooting was done via Discord’s screencast feature. Somebody would share his screen, and we would all be able to see their perspective. This was extremely effective in bug-catching and writing modules as all of us would have input in the situation instead of working separately.
- Git integration was very intuitive and easy. We made a point to make many commits to maximize utilizing version control. There were very few merge conflicts, and they were all solved quickly.
- Task delegation was done well. This allowed for substantial progress to be made on both the backend and frontend.
- We are happy with the amount of progress we have made on the application. We met our goals stated in the beginning of the semester for this Sprint.

Roadblocks:

- The constant coupling of Dart and Flutter made differentiating the two somewhat difficult. Many times, troubleshooting was a bit tricky because whether the issue was with Dart or Flutter was sometimes ambiguous.
- Sometimes, pulling would introduce errors with the Emulator. In these cases, we would not be able to run main.dart and would have to either roll the commit back or reinstall Android Studio.
- SQL integration has proven to be much more difficult than anticipated.

Improvements:

- Although task delegation was done well, we could potentially make tasks more specific. This would minimize confusion and redundant code.
- Our code has very few comments. Adding more could help with debugging. This would also make the code more readable.
- We should start moving on from storing content in local files to storing content in a MySQL database. This will allow for persistence.



Challenges:

- Learning Dart was a bit difficult as the documentation was not always clear.
- There is very little information on how to connect to a MS SQL Server database using flutter.
- Learning Async was a unique experience that was unlike that of other programming languages.
- File I/O was very different from other languages.

