

TEAM 10: Sprint 1 Retrospective

PROJECT NAME: ScheduMate

Project Coordinator: Adam D Rice

NIKHIL MEHTA

AISHWARYA AJAY

CHRISTOPHER HSIEH

ARITRA SAMANTA

1) What went well?

In Sprint 1, we were able to establish most of the user stories we mentioned in our Sprint 1 planning document. Although things were going a little slow in the beginning due to setup issues with Eclipse Luna and Android Emulator, we managed to gain pace with time. None of us were versed with Android and the only experience we had was the 'Safe Walk' project in CS 18000. It took a lot of time and effort to learn Android programming and complete the user stories, but once our team became familiar with the basics progress quickly rose.

Following are the tasks that were successfully completed in Sprint 1.

- Implemented a database class that will help the user enter the classes and save the schedule onto the phone itself. The database class is a helper class that has predefined queries relevant to adding any event to the schedule.
- Built a class that can help the user add classes/homeworks/events to his/her schedule and access it later on. This class is a superclass with a one-to-many relationship and ensures that the user can use other features of the application.
- Built a class which checks whether the application is connected to the internet or not. This class is necessary to implement Google Maps in the application as internet connection is needed for the student to view his/her classes on maps and get directions to the buildings.
- Built a class which picks up data from the user's personal database and displays the list of the courses in which he/she is enrolled.
- Built a class which allows users/developers to give us feedback to improve the usability and reliability of our application. The application allows the user to setup their email, and once the setup is completed they can give their suggestions/comments to improve to the application.
- Built a class to initiate a reminder for each event on the schedule so that the user is alerted every time a class/event is coming up.

2) What did not go well?

Although we were able to implement most of the user stories, still there were a few tasks which remained unsuccessful. We did not have enough time to complete these tasks as the initial setup of Eclipse Luna and Android Virtual Device took a lot of time. Also since the Android emulator is slow and takes a lot of time to boot, majority of our debugging time was wasted in restarting the emulator if the application crashed due to one reason or the other.

Following are the tasks which remained unsuccessful to an extent during the first sprint. We plan to start Sprint 2 by first completing these tasks and then work on our new tasks.

- Display the schedule in a user friendly format at any point of time with the events in the schedule. We were able to display the schedule in a simple List format, however the beautification of the User Interface was not completed. During Sprint 2, we plan to work more on the UI, hence the schedule will be displayed in a user friendly and organised manner.
- Develop code that will use the database class, and retrieve details about the student's exams. This will be a personalized timetable for the particular user's schedule. This class will be created so that the UI layout can display the data by creating a variable of the class in the UI layout and calling the retrieved data. This class was created but had some errors loading data from the database. During Sprint 2, we hope to synchronize this class well with the database and have it fully functional.
- A class that allows the user to sign-in into Google+. The class will let the user sign into their Google accounts and let them save their schedule online. As soon as we added the Google Sign-In SHA1 key, and compiled it, R.java went missing. R.java is the file that has all the layout information stored as integer values that can be referred to when designing and adding data to the UI layout dynamically. We'll make sure that by the end of next Sprint, we'll fix this error as well.
- A Reminder Class which will initialize alarms, and alert the user about his/her class/event. We were able to initialize the alarms but we have not implemented personal push notifications for the user's schedule.

3) How should you improve?

During Sprint two there are a few different ways we will try to improve individually and as a team. We realized that this group project takes a larger amount of coordination than previously anticipated, and testing is a difficult process that must be done in a realtime environment rather than an emulator.

- To solve the issue of coordination our group is now holding meetings twice a week every week that are mandatory. During these group meetings we will discuss what we worked on, current issues, and what we plan on completing in the near future. Not only will discussion be held during these meetings, but we will also work on the project together at the same time to help with synchronization.

- To expand on the point above, in another direction, our team will be using hard set deadlines so that way one member does not fall behind another. Staying at the same pace is essential as all parts of the application will evolve at the same time, allowing us to use one another's code in a more robust way. This point will work closely with our weekly meetings.
- One of the largest issues our team faced during Sprint one was testing our application through the Android emulator. The emulator was not only slow, but it was much harder to initiate than expected. At the start of Sprint two we plan on working with the professor to request Kindle Fire tablets from the Computer Science Department or finding an Android device through other means.