GROUP 1 – TEAM PROJECT

SAHARA

The e-catalogue platform for gamers by gamers

WHY SAHARA

- Centralising the best offers for casual and hardcore gamers
  - **Consoles**
  - **PCs**
  - **Hardware**
  - **Games**

MEET THE TEAM

Front End

Back End

Andrea	**Aryan**	**Mabel**	**Ben**	**Lewis**
Scrum Master	Front-end web designer	Front-end web designer	Back-end developer	Lead developer
Front-end web developer	Front-end web developer		Email server admin	Back-end developer

TOPICS

- Sprints Overview
- Sprints Management
- Demonstration
- Retrospective

Sprint 1

User Story	Task
Webpage Interface As a user I want to browse the webpage easily, so that I could look for products I'm interested into.	Research similar Websites
	Design interface
	Code Main page
	Designing the Layout of Property Searching platform
Adding Products As a user I want to see a list of products and save those that interest me so I can pick what suits me.	Create products table and migrations
User Account Management As a user I want to be able to create an account so that I can manage my profile.	Create user account tables and migrations
	Connect Login Forms to Database
	Connect Sign Up forms to Database
	Create signup forms
	Create Login forms

Sprint 2

User Story	Task
Products As a user I want to see prices for products to find the best deal so I can buy them.	1. Use APIs to get information for product listing
	2. Setup databases to store all the products to display
	3. Design and implement an admin panel to trigger data collection
	4. Design a product page to display individual products
Notification As a user I want to be notified about products I am interested in so that I can be updated if prices change	Create email server to notify the user when new products become available.
About us As a user I want to have more information regarding the business and to be able to contact them to ask information regarding products so that I will be able to proceed with my purchase safely.	Create an about page with functional links
	Create a support page for customer support
	Design a presentation page of the team members
	Research similar webpages
	Create a policy page
	Designing footer and refining it

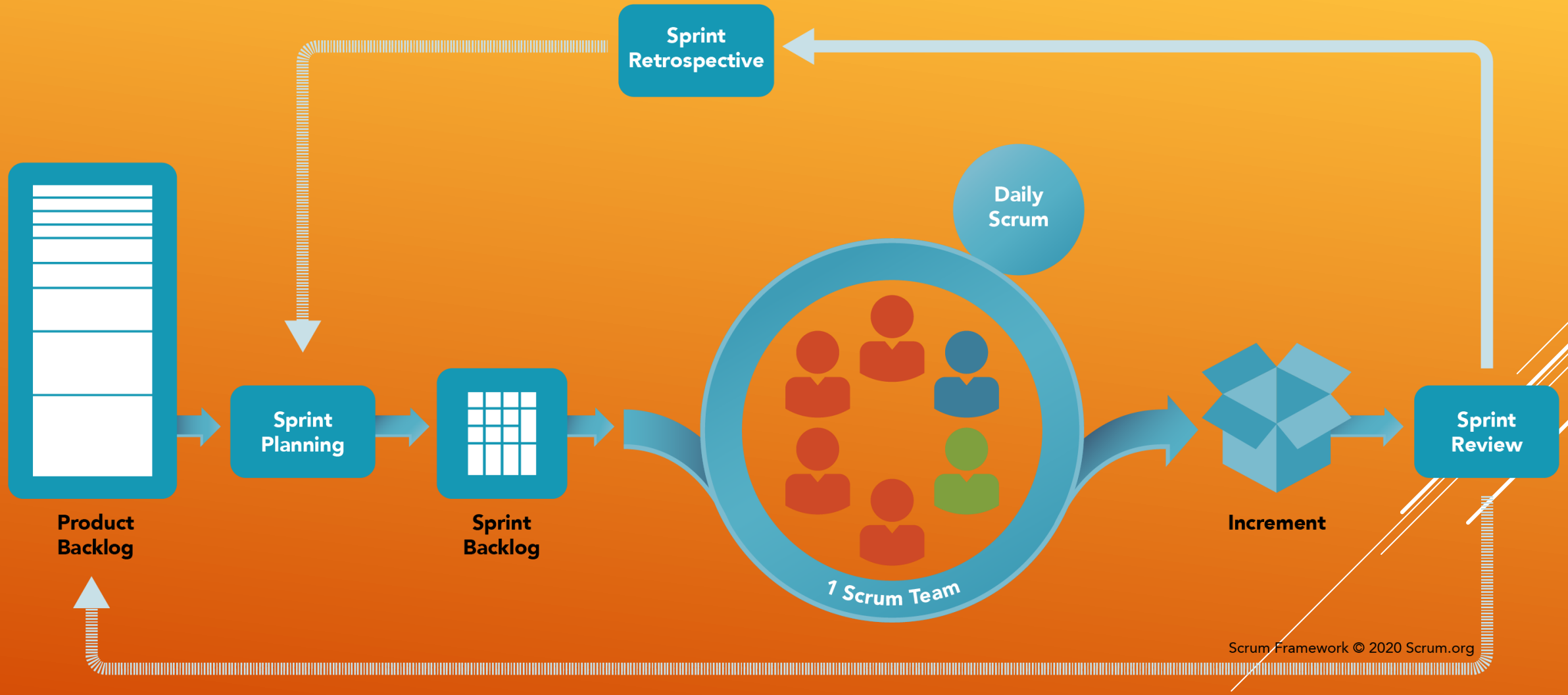
ACCEPTANCE CRITERIA

- **Given** that I want to see different options to buy a product
- **When** I browse on the website looking for games
- **Then** I see the products of my interest displayed on the page
- **And** I can wish-list them to buy them straight away or later

SCRUM POKER CARDS APP

- Democratically deciding the weight of the user story
- More accurate to have different points of view

SPRINT MANAGEMENT

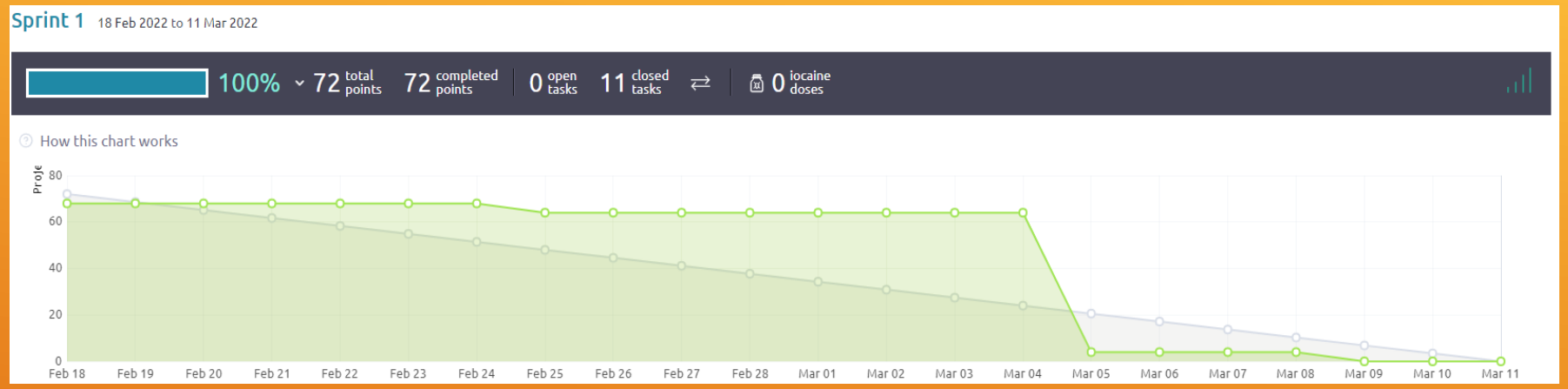


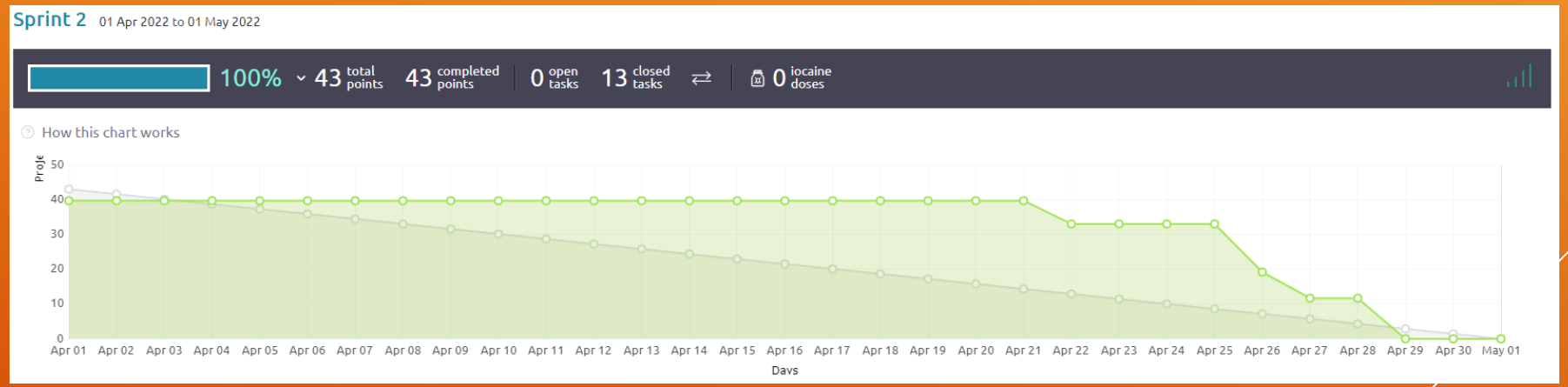
Scrum Framework © 2020 Scrum.org

SPRINT MANAGEMENT

- Weekly Scrum Meeting 30 – 60 minutes:
  - Diaries as base to keep each other updated
  - Testing and internal demonstration of features implemented during the week
  - Discord streaming tool
  - How effective it was? Is it easy or pleasant to use?

SPRINT MANAGEMENT





SPRINT MANAGEMENT

SPRINT 1 REVIEW

- Accurate allocation of points in User stories
- Overestimation of velocity – Finished earlier than predicted

SPRINT 2 REVIEW

- Overestimation of workload left
- Velocity: Goals and tasks closed before the end of the Sprint
- Workload focussed in the last couple of weeks allocated for the Sprint

SPRINT MANAGEMENT

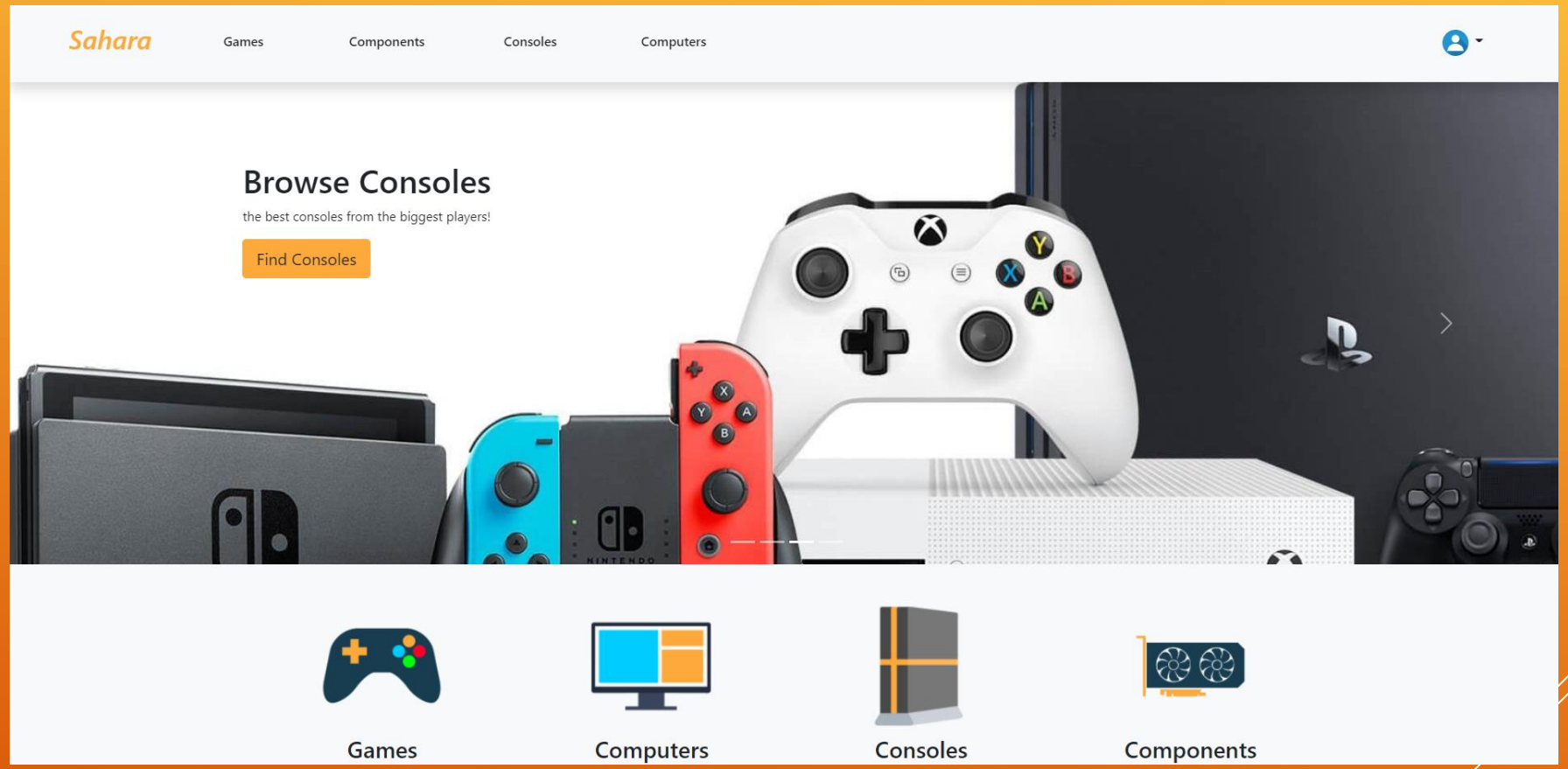
SPRINT 1 RETROSPECTIVE

What went well	What not so well	Needs improving
• Learned Web developing skills • Good Team working • Deliver the first draft of the project on time	• Restructured the project because of lack of API • Reassigning team roles based on the new project	• **Update Taiga more frequently** • Web developing skills

SPRINT 2 RETROSPECTIVE

What went well	What not so well	Needs improving
• Updated Taiga more consistently • Tasks closed easily • Sprint carried out well	• Team communication • Roles overlapping • Minor design disagreements	• Team-work in advanced state of the project • Communication between team members • Assigned roles

LIVE DEMO


Sahara
Games
Components
Consoles
Computers
Browse Consoles
the best consoles from the biggest players!
Find Consoles
Games
Computers
Consoles
Components

FINAL RETROSPECTIVE

What went well	What not so well	Needs improving
• Learned Web developing skills • Good Team working • Delivering a quite ambition project for beginners on time	• Communication during breaks • Planning the task assignments • Overlapping in roles	• **Update Taiga more frequently** • Web developing skills • More consistent team-working

THANK YOU FOR YOUR ATTENTION

QUESTIONS?