

Sprint 2 - Reflection

The majority of the second iteration for the project was spent on implementing the question activities and implementing the features that come along with these questions. Each member was responsible for beginning his or her own portion of the assignment yet all members still worked collaboratively as well. Veronica was in charge of creating the test cases and starting the implementation for level repeat, Bufford was in charge of creating the template for the question activity and doing the testing, Joey was tasked with documenting the user stories and creating the progress bar, and Hassan took the information from the documents and inputted it into the library class and worked with Bufford on 6-10 from the project backlog. The majority of the issues encountered during this iteration were minor and didn't take too long to correct. Often times these issues were centered around merge conflicts. Whenever an issue like this arose each member pitched in to correct it however at one point we did resort to reverting back to a previous commit and starting fresh from there. Regarding the upcoming iteration, we pushed locked levels and view all levels over so that we could spend more time on implementing the lessons and we edited the sprint backlog to reflect these changes. Overall we were able to create question activities, the hints for these activities, the color change feature for if an answer is correct or incorrect, the show answer feature for if the user selected an incorrect answer 3 times, the submit button and the repeat button for those who wished to do a level over again. Aside from the actual coding of the app each member was responsible for a portion of the requirements also. Veronica started creating tests cases and worked on the documentation for them, Bufford also worked on the test cases and did the actual testing, Hassan started the sprint backlog document and worked on the reflection document, and Joey finished the user story documentation.