

# Sprint Review

## Successes

All members were responsive when questions were proposed, in comparison to last sprint where many members disappeared the day before the final.

Test cases allowed for all members to clearly understand what their tasks entailed, and it gave them better incentive on estimations for their tasks.

The amount of user stories allocated to this sprint were manageable compared to the previous sprint, this is because we forecasted how much availability each member has for the two weeks of this sprint, and therefore were able to allocate tasks accordingly.

Documentation within the application has been done consistently well, and therefore helped other members completing similar tasks by providing a solid example.

## Points for Improvement

There was confusion in linking the pages due to the lack of clarity in the UI design. Now we have another UI component for the member side of the application, and to avoid this problem from arising again, a meeting specifically oriented around member side UI design will be conducted.

Most members implemented their tasks a couple of days before the deadline, resulting in functional, but rushed, work. This depreciates the quality of the product, and if continued, will result with an unsatisfied PC. In order to improve, we plan to set earlier deadlines as a group to prevent from further accumulation of rushed work. Specifically for the final sprint all participant side functionality should be implemented by November 22nd, to allow for room with polishing other user stories may have been rushed (eg: code can be simplified).

During this sprint, we were not able to set up a meeting with our Product Champions, due to our busy schedules, but we should still have communicated with them about our updated product. If we had scheduled a meeting with them, we could present them the current user interface with a paper or actual mock up and obtained feedback on how to improve the layout such that the interface is easy to understand and use. This would have resulted in a better understanding of the clarity of the UI design for the team.