

Sprint 1 Retrospective

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Sprint Dates: Sep 27, 2024 to Oct 11, 2024

Important Links

- Application Page: <https://planxt.herokuapp.com/>
- Github: <https://github.com/CSCE-606-Event360/Fall2024-PlaNXT>
- Pivotal Tracker: <https://www.pivotaltracker.com/n/projects/2721605>
- Slack: plantxcorp.slack.com

Customer Meeting Time: Oct 11, 2024 3:00 PM on Zoom

Team Roles

Customer: Tito Chowdhury

Product Owner: Mahima Ganni

Scrum Master: Govind Joshi

Developers: Ankitha Prasad Sai Siva Rohith Tirumalasetti

Contribution Overview

As a whole, the team understood the key requirements and priorities of the project. We spent time brainstorming ideas for adding value, and prioritized the items which are crucial for deployment and benched the ideas that are minor convenience improvements. We learned the process of sprint planning, performing a MVP demo, and conducting a retrospective to improve future springs.

Contribution Table

Name	Role	Overview	Contrib. %
Govind Joshi	Scrum Master	As the SM, Govind organized team meetings, assigned tasks, and kept the team focused towards completing the goals set out in the sprint plan. He also led conversations with the customer to showcase our MVP and understand the customers' needs and priorities.	25
Ankitha Pra...	Developer	As a developer, I focused on setting up the application in my local environment, ensuring it was properly configured for development. I also spent	25

		significant time understanding the codebase, which allowed me to familiarize myself with its structure and flow. Ran the tests and made minor improvements to enhance the code quality by reducing code smells and addressing offenses. Additionally, I worked on a minor feature enhancement, which was one of the user stories for this sprint. Arranged weekly meeting with the TA and got a few queries clarified.	
Mahima Ganni	Product Owner	As the Product Owner, I have been the primary contact for the client. I have scheduled biweekly review meetings with the client after each sprint. Additionally, I understood the client's needs and ensured that they accurately reflected those needs. I have also identified and fixed a few test cases which were previously giving errors.	25
Sai Siva Ro...	Developer	I have set up the application locally and also tried to understand how the different components in the application work. I also worked on a user story that required us to not enter the date each and every time we add a new item to the plan.	25

Sprint Goal

The goals of this sprint were to

- Understand the key requirements and priorities of the project
- Set up the development environment on everyone's machine
- Understand the legacy code

Sprint Achievements

In this sprint, we achieved the following:

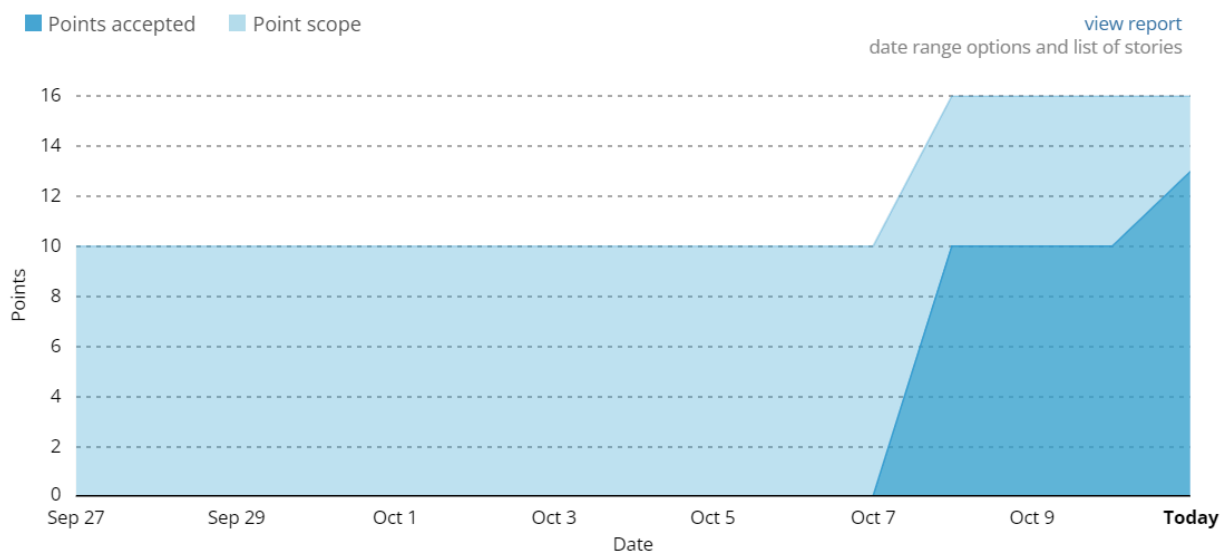
- All members of the team got the development environment setup on their machines.
- All members of the team spent time understanding the legacy code, and the developers made a minor change just to solidify our understanding of the code base
- We got a better understanding of the priorities of the project after our second meeting with Tito

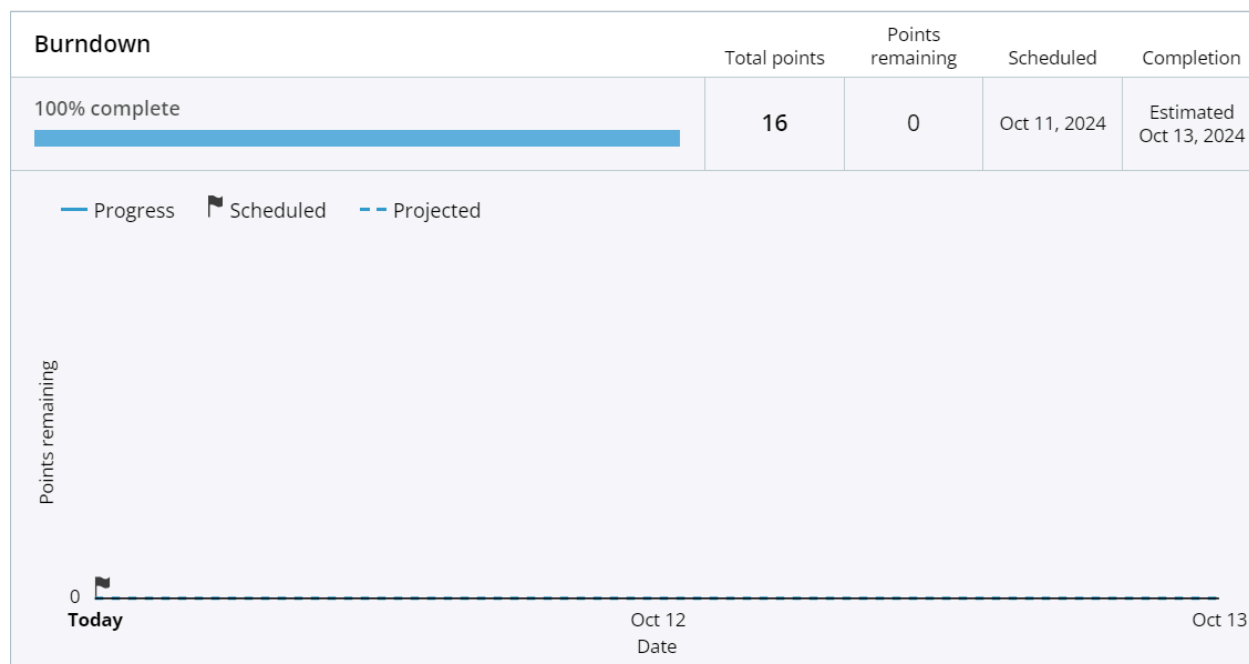
Sprint Backlog

- + Feature: Add a Date and Time widget for input
- + Feature: Add measurements hint to the input

Sprint Analytics

Burn Down chart





Sprint Design Diagram

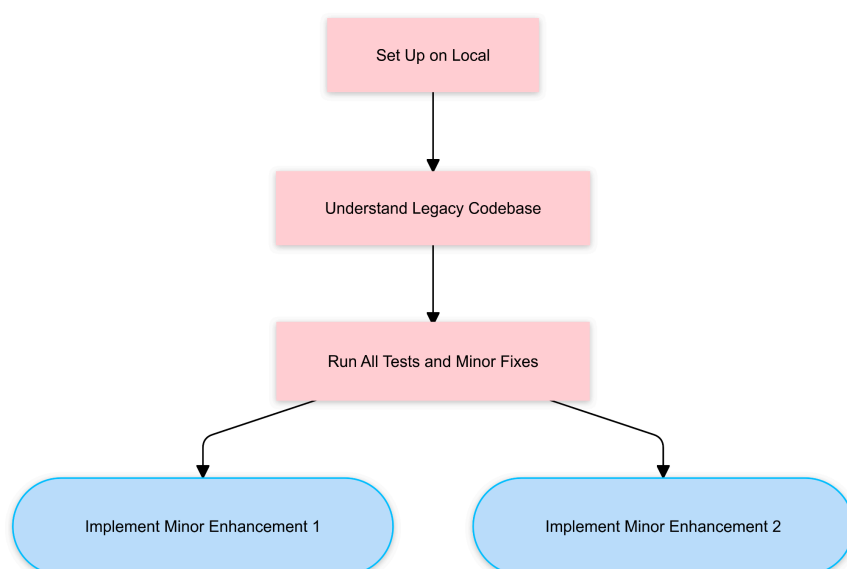


Fig 1: Major tasks achieved in the sprint

← → ↻ 127.0.0.1:3000/plans/new ☆ 📄 🔍

Create a New Plan

Welcome to PLANXT, a tool to set up an event venue – all furniture and staff placements chronologically, and track the actual setup progress real-time. Let's get started..

Plan Name

Dimensions of the Venue (approximate): **Length (inches):** **Width (inches):**

Fig 2: Implementation of measurement hint for form input

Legacy Project

No user stories were rewritten and no code was refactored.

Additional User Story Documentation

No additional user story documentation

Code Evaluation

Coverage: 91.41%

Rubocop: 96 files inspected, 72 offenses detected

0 code smells on codeclimate

MVP Customer Meeting Summary

In this customer meeting, we demoed the project running locally on our machines. We presented our ideas for adding value to the product in the next sprint. Specifically, we mentioned that we would add a visual indicator to the items on the 2D canvas to represent that they were being set up, were already set up, or were being broken down. Additionally, we mentioned that we would work on adding a dependency feature between items. Tito mentioned that we do not want to chase low hanging fruit, and instead focus on the big picture features. He wants us to prioritize the dependency feature, and in fact he would first like to see the chronology bar in 3D. He is not married to the existing 3D rendering tool, and would like us to explore other options and quickly decide on a new one (or choose the existing solution). We also presented the idea

of item groups, and while he liked the idea, he wants to see the product completed with the main features first.

Bdd and tdd

Passes all the cucumber scenarios and rspec examples for the existing features.