SwIRL Skhedule Sprint 3 Retrospective

Links:

Deployed app link: https://swirlskehdule-f316b598c688.herokuapp.com

GitHub link: https://github.com/gdbrowne85/SwIRL-CSCE-606

Project management tool: https://www.pivotaltracker.com/n/projects/2690139

Date of Sprint:

Sprint 3 was from March 18 to March 29, 2024

General Team Information and Overview of Roles

Team Member Contributions			
Name	Role	Percentage Contribution	
Eric McGonagle	Product Owner	14.28	
Glen Browne	Scrum Lead	14.28	
Debal Goswami	Developer	14.28	
Pankaj Tiwari	Developer	14.28	
Carlos Meisel	Test Master	14.28	
Prakhar Singh	Developer	14.28	
Erhan Wang	Developer	14.28	

Sprint Goal:

This sprint was intended to get another large chunk of work done on ensuring some user functionalities as well as touching up on some design changes before final features and UI design was put in place in the fourth and final sprint. This third sprint featured finalizing the sign-in features for the login page as well as starting to make this page look more uniform and in sync with the rest of the website. After some initial testing with the google calendar and timers, these two features were to be fully implemented by the end of this sprint as well as starting to get the

reminder emails sent out, namely at least the first round of reminder emails in addition to completion of the RSVP functions featured in the email invitations.

Sprint Achievements:

Our team finished the implementation of the following features:

Countdown timer fully implemented on the website

Add to Google Calendar functionality

Reminder emails sending after countdown timer runs out

RSVP functions being addressed

Sprint Backlog Items and Status:

KEY

- +: backlog item was added after sprint started
- *: backlog item was modified
- -: story was not completed + why?

Completed Stories: (16 points)

Exclude improperly formatted email addresses from invitation

User adds event to Google Calendar

Automatically send reminder email when timer runs out

Choose one of a series of events to attend

Prioritize invitations

Send even rejection/regret

Incomplete Stories: (11 points)

- Limit initial invitations to max capacity

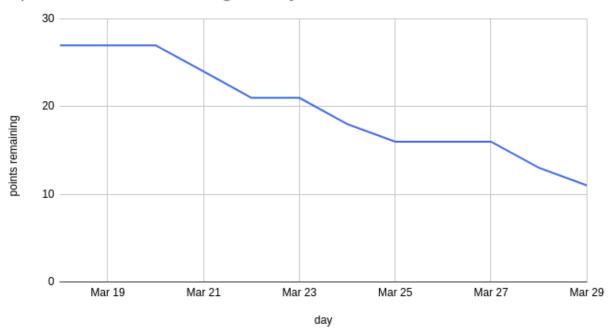
We thought this feature was working but it apparently does not work, so we will need to work on this in Sprint 4.

- Send email to next invitee once a slot becomes available
- We are blocked from completing this until we are able to implement the limit on the initial invitations as in the above user story
- Send event acceptance/rejection confirmation

We thought we were blocked from completing this user story until we figured out how we broke the acceptance/rejection via the single event invitation email and fix that feature, but we realized we can, in fact, work on this now since that feature still works in the series event invitations

Burndown Chart:

Sprint 3 - Points Remaining vs. Day

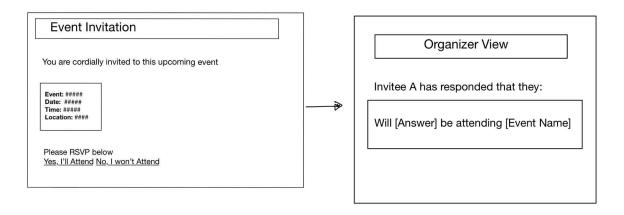


Design Diagrams:

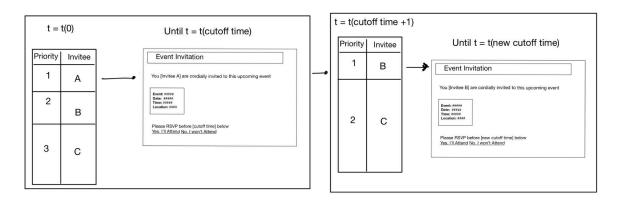
Below are lo-fi mockups of our user stories that we created for this sprint:

Mockups:

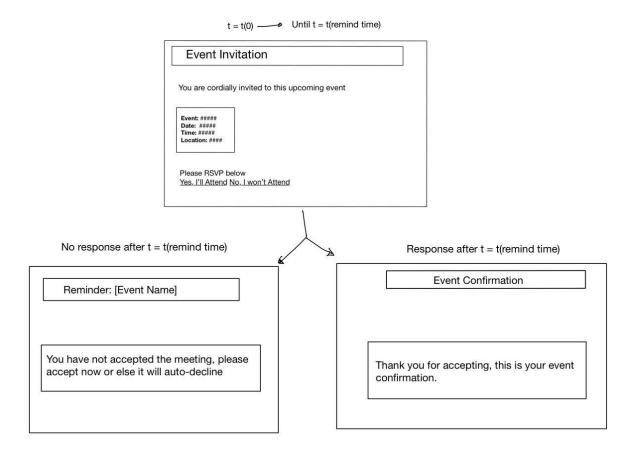
Story1:



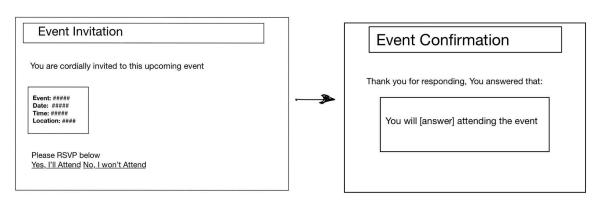
Story 2:



Story 3:



Story 4:



Documentation of Changes:

We did not intentionally change anything from the plan, but we ran into some problems when the deployed app would no longer allow invitees to select "attending" or "not attending" from the single event invitation properly. We discussed this problem in a scrum meeting and we talked about how this feature still works in the test environment, and in both the test environment and production environment for the series event invitation. We are still figuring out how to fix this problem, and it is of critical importance, as it has blocked us from being able to complete some user stories.

Evaluation of Code and Test Quality:

Code Climate: https://codeclimate.com/github/Carmeisel101/SwIRL-CSCE-606



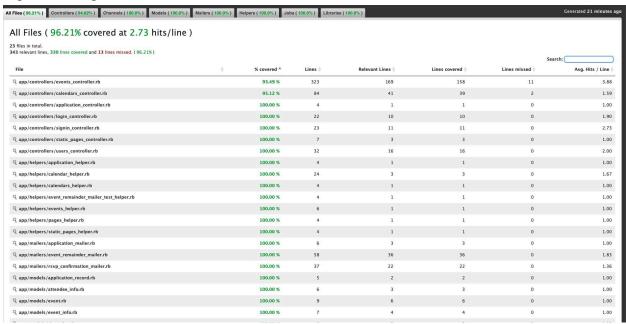
Coverage is in the BDD & TDD section, paired with Rspec.

Customer Meeting:

There were no meetings throughout this spring due to the alignment with Spring Break such that the SwIRL team already was made aware of the new features that would be implemented in Sprint 3, thus no meeting was necessary during the first week of the sprint. However, towards the end of the spring there was difficult finding a time to demo the features and gain any feedback due to the shorter week as a result of Easter weekend making both the SwIRL team and the group harder to find a time to sync up. There is a meeting scheduled shortly after the conclusion of Sprint 3 to ensure the features satisfy if not surpass expectations for what was discussed in the previous meeting as well as any initial design changes are on the right track for what will be finalized in the fourth and final sprint.

BDD & TDD:

Rspec Coverage: 96.21%



Cucumber Results:

Link to cucumber report:

https://reports.cucumber.io/reports/6834c608-c8cc-4aad-ad54-2e117cdf9484

Screenshot of cucumber report:

