Sprint 1 Report: (Prepared by: David Fletcher, Halston Raddatz, Trevor Chappell, Alan Bunch)

Intended Progress

Our intended progress was to have a basic function application that communicates with the Fitbit API. The application should have been able to retrieve the data and display the relevant information on the screen.

Progress Reflection

There should have been more progress with this sprint. Some of the main tasks in the project could have been broken up for more than one person. At the conclusion of the sprint we have an application that can not yet communicate with the Fitbit API and is not integrated with all of our branches.

Problems Encountered

The main problem we encountered was how big of a task that communicating with the Fitbit API really was. The learning curve was steeper than anticipated. This issue should instead have been an EPIC broken down into smaller subtasks. Some of these subtasks would include learning OAuth2, learning a Java library that implements HTTP requests and finally learning how these libraries communicates with the Fitbit API. Considering this the was the main back end of our application, it was naive to believe that it would be a simple integration.

Another problem encountered would be constant communication. The communication was lacking throughout this sprint and the team could have been more efficient in communicating any issues that we had and progress that we have made. This should be improved in the future.

Projected Progress

The tasks must be adjusted so that multiple people can work on them at the same time. The tasks must also be assessed in difficulty so we know when it is too much to take on in a single sprint or as a single person.

Conclusion

As a team our group must find a way to have all members contribute equally or as equally as possible. It has become apparent in this sprint that projects such as these are exceptionally hard to gauge workload prior to having delved into the work, which will result in some members with nothing to do and others doing too much. We have now adjusted some jobs to "Epics" after realizing that they are much bigger tasks than we originally thought. We now have a application that can function as our basis for adding our more complex features (our Epics in our burndown), so with any luck this means that the next sprint and the following should be much smoother.