SwoleMate

Team 7

Sprint 2 Retrospective

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**What went well?**

Much of the project development went a little smoother this time around since everyone has started to get the hang of JavaScript and the tech stack that we are using. The team members have started to find and embrace their roles within the project and contribute meaningful developments to the overall functionality of the app.

Communication did improve during this sprint. In more cases, members generally knew what was being passed back and forth with the server and front end, and there was less confusion on what exactly was needed to call certain server side endpoints. We created a standard sheet of the ways in which the backend accepts GET and POST requests that helped our frontend counterparts code correctly the first time when linking their pages to the backend.

**User Story 1**:

10. As a user, I would like to change the distance that I search for other users

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Setting up a edit UI to change distance searched | 2 | Kevin |
| 2 | Update new location distance to server | 1 | Kevin |
| 3 | Send the new search distance to database from server and recalculate matches | 2 | Steven |
| 4 | Test different distances to see if we get people within those distances | 2 | Steven |

**Completed:** Adding a slider to set the distance and updating the server with the new value was relatively easy, and after the find users within a distance method was written, setting the search distance to the user’s value was not hard. It took longer than it should have for us to set a default value when registering a new user.

**User story 2:**

11. As a user, I would like to easily view and scroll through other user’s profiles

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up UI to scroll through matches received from the server | 3 | Jaden |
| 2 | Request people to match with from the server (Server sends back 10 per request) and display them | 2.5 | Jaden |
| 3 | Be able to calculate matches from desired distance. | 3 | Ryan |
| 4 | Be able to send matches in batches of 10 to frontend to be displayed | 2 | Ryan |
| 5 | Create tests to make sure you can calculate potential matches to be sent to the frontend. | 2 | Ryan |

**Completed:**

Using some built-in functionality from mongoDB we were able to query the database for users within a certain distance set by the current user and from the coordinates of the current user. This list is then cut to include only users the current user hasn’t swiped on previously and then sends the first 10 people in that list to the frontend. The frontend then displays each user individually by cards on the home/matching screen and once the current 10 have been swiped through it requests 10 more.

**User story 3:**

12. As a user, I would like to intuitively accept or reject other user’s profiles through simple gestures.

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up UI to accept gestures and recognize accept or denied | 3 | Jaden |
| 2 | Send accepted and denied matches to the database and display next match | 2 | Jaden |
| 3 | Be able to recognize if both people accepted each other | 3 | Sam/Steven |
| 4 | Update database with new accepted matches | 1 | Sam |
| 5 | Test matching people together and make sure that the server reflects the match | 2 | Sam/Steven |

**Completed:**

We implemented a system of storing swipes in the backend that can recognize when two users have “liked” each other and match them which creates a conversation for them to send messages back and forth. This is modeled in the front end by displaying profile cards and swiping a direction to indicate preference which is then sent to the backend.

**User Story 4**:

14. As a user looking for matches, I would like to tap a profile to view more information on that profile.

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Be able to recognize that the user tapped on a profile and open up the bio page for that user | 3 | Sam |
| 2 | Request more information from the database on the user | 1 | Sam |
| 3 | Send information to the frontend on requested user | 2 | Steven |
| 4 | Test that when you click on a user you get the bio of the user. | 1 | Sam/Steven |

**Completed:**

We created a profile component to be implemented wherever we need it in the UI. With the profile component, the email of the user needed is passed in, and then the profile component grabs the necessary profile information from the backend to build out the UI. On the homescreen where users will browse through other users to match with, we added a function where if the card is tapped, the profile component will be loaded up with the information of the tapped on user.

**User story 5:**

15. As a user, I would like to receive notifications when I have a new match or message.

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Database needs to recognize once two people have been matched and send a signal to the frontend | 3 | Ryan |
| 2 | Send a notification to the user’s phone with the name of the matched user | 2 | Kevin |
| 3 | Test matching people together and making sure a notification was sent out in the correct format. | 2 | Kevin/Ryan |

**Completed:** Our notification is essentially just a pop up that occurs when the backend returns true for match. It’s very simple and we would like it to update it later with a better looking UI and maybe even background notifications.

**User story 6.**

17. As someone with a match, I would like to direct message other profiles who I have matched with

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up UI for conversation screen for matches | 3.5 | Kevin |
| 2 | Be able to send messages to the server to be sent to the other user | 2 | Kevin |
| 3 | Update matches screen when user gets a new match | 2 | Kevin |
| 4 | Be able to receive messages and update them on other Users screen | 2 | Steven |
| 5 | Test sending and receiving messages between two users | 2 | Steven/Kevin |

**Completed:** The UI for the message screen was implemented using react-native component gifted chat which made it relatively easy to add new messages to the screen in a neat and clean fashion. Sending a message just adds the new message into the server array of messages between the two users and each screen is updated when the getmessages method is called. In order to constantly update the screen with new messages, the getmessages method is called every second.

**User Story 7**:

18. As a user, I would like to unmatch with profiles I have previously matches with

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up an unmatch button to be able to send the users email to the server to be unmatched with | 2 | Jaden |
| 2 | Update matches screen to reflect the unmatch | 1 | Jaden |
| 3 | Remove the match that the user unmatched with | 2 | Ryan |
| 4 | Test unmatching with users to make sure the screen and database are updated | 2 | Ryan/Jaden |

**Completed:**

A button is now displayed on the frontend labeled “unmatch” when viewing a conversation with a current match. If pushed, the backend will then delete the conversation and remove the match from each user’s list of matches. The users will not see each other again while swiping either.

**User story 8:**

21. As a user, I would like to filter what profiles are shown to me.

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up a UI to set different to filters for matching | 2 | Jaden |
| 2 | Send new filters to database and update matches list | 1 | Jaden |
| 3 | Update algorithm for matching to use new filters | 2 | Ryan |
| 4 | Test new filters to make sure the algorithm updates correctly | 2 | Ryan/Jaden |

**Completed:**

Using the list of interests each user has, the backend will sort the list of users it sends to the frontend. It puts people with common interests to the current user as the first in the list to be sent to the frontend and adds people without commonalities to the end to be swiped through last.

**User Story 9**:

29. As a user, I would like to display or share any milestones I reach in my workouts.

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Setup UI to display milestones that the User has achieved | 2 | Sam |
| 2 | Update database with Milestones that the user has achieved | 2 | Ryan |
| 3 | Test to make sure that you can set a milestone and remove a milestone. Make sure database reflects this | 2 | Sam/Ryan |

**Completed:**

We created the necessary UI components to display the user milestones, however, we did not plan in enough time to create the editing UI for these milestones. The backend fully supports milestones, but we just need to add in the edit UI to actually add and delete milestones.

**User story 10:**

30. As a user, I would like to be able to hide my profile from other users and not show up in their results.

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up UI to set hide option to hide the user from nearby users | 2 | Kevin |
| 2 | Make sure that no other users can see the user when filter option is checked. | 2 | Steven |
| 3 | Test to make sure when hide option is enabled no other users will see them | 2 | Kevin/Steven |

**Completed:** Adding a simple toggle switch and updating the value on the server was also a simple task. On the backend, we just had to make sure a user’s ishidden value is set to false before sending them to a user to swipe.

**User Story 11**:

32. As a user, I would like a help/FAQ section on the app

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up a UI to display the FAQ section. | 1 | Sam |
| 2 | Make different questions clickable so they expand to show a full answer | 2 | Sam |
| 3 | Test that you can get the FAQ page and able to click on questions to see answers | 2 | Sam |

**Completed:**

The FAQ screen was fully implemented. We created a few preliminary questions to display on the screen that we may add to in the future. All of the functionality of the FAQ screen is present though including the expandable questions.

**User story 12:**

36. As a user, I would like to access the different sections of the app through a side menu accessible with the press of a button.

Task Table:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Number | Description | Time (hr) | Name |
| 1 | Set up UI for a side menu | 2 | Sam |
| 2 | Make all the main screens able to switch between each other through the side menu | 3 | Sam |
| 3 | Test the side menu by clicking on it and making sure it brings up to different screens | 2 | Steven |

**Completed:**

The side menu was fully implemented. The side menu now links to all of the main parts of the app that a user would want to access. More work went into this than was planned, however, it is fully functioning now.

**What did not go well?**

This time around, we managed to spread our work out a bit better, however, an unreasonable amount of work was still pushed off until the last day of the sprint. We need to aim to spread out our work in this last sprint so that we can make sure that we build in enough time to fully polish off the app.

Again, we were unable to reach full test coverage this sprint. Our aim with the last sprint is have automated tests cover each of our server endpoints, and we will also write out some manual tests to make sure that the UI is fully functioning.

**User Story 9**:

29. As a user, I would like to display or share any milestones I reach in my workouts.

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | Setup UI to display milestones that the User has achieved | 2 | Sam |

**Not Completed:**

We did not plan in enough time to be able to create a UI for editing the milestones. Everything else regarding milestones, however, is fully implemented.

**User story 5:**

15. As a user, I would like to receive notifications when I have a new match or message.

|  |  |  |  |
| --- | --- | --- | --- |
| 2 | Send a notification to the user’s phone with the name of the matched user | 2 | Kevin |

**Not Completed:** The notifications aren’t actually sent to the user’s phone. A pop up just appears as a user is swiping if a match is recognized by the backend. Also the pop up doesn’t display the matched user’s name, but the id of that user is returned so this can be easily implemented.

**How should we improve?**

Though improved from last sprint, two areas that still need worked on are time estimations and spreading out the sprint work. A couple of features did not get fully implemented due to misjudged time estimations, and much of the work for the sprint still occurred during the last week/day of the sprint. Now that we have many functions of the app implemented, it’ll be important for us to leave time at the end of the sprint for debugging. Multiple times during our rush at the end, we had to go back and change something we already thought was finished because it didn’t work with a new feature. Commenting better will also lead to this process going quicker.

Another area of improvement that is needed would simply being sure that everyone is on the same page with how certain features are being implemented in the app. During the sprint, there was some confusion and disagreements between how a certain function of the app would work. This resulted in some unnecessary tension and misunderstandings, and we should be sure to fully discuss our ideas as we implement them.

It’s exceedingly important we have a polished product at the end of this final sprint, so a greater time spent preparing our presentation would be a good improvement as well since the presentations have been mostly casual up until now. Leaving a full week or minimum half a week for polishing seems like a good goal.