# Reflection Report

Reception Management dashboard for y WeDeliverTECH™ company

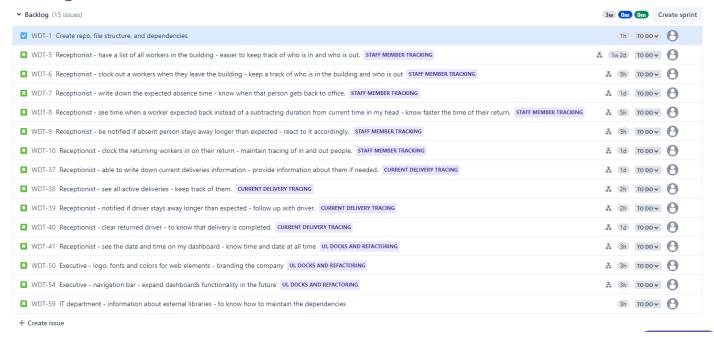
Etkar Pruuli 18.12.2022

### **Epics**



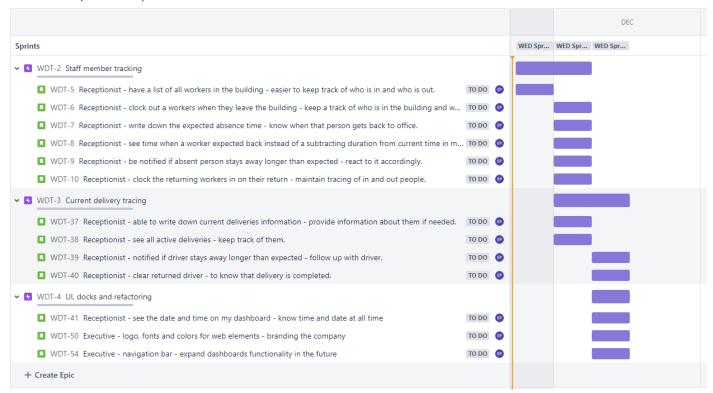
Company had 4 needs, 2 first were main functionalities of the web app and last two were esthetics and clock. Two first, based on complexity, were natural to have each as its own epic, last two are not similar by nature, but because of the size, they were put together under one epic.

## Backlog and issues



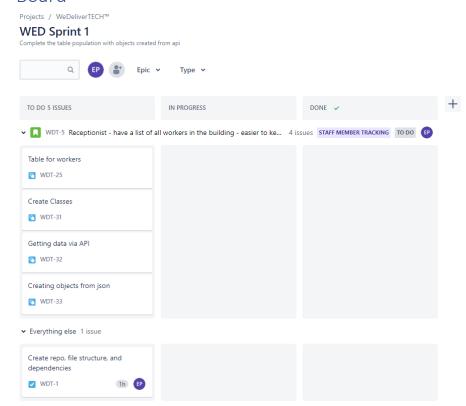
All the user stories that could be found in the company needs were converted to issues, then all the issues were divided between corresponding epics.

## Roadmap and sprints



Initially I created 3 sprints, one for each epic.

#### Board



Under each issue, I crated subtask with time estimates.

#### Reports



Soon after starting with the first sprint and writing some code, I realized that my initial idea of how I'm going to build this app and my time estimates were completely wrong.

As a one-man scrum team, I did some adjustments. I kept the subtask as they were (some remained irrelevant) -just adjusting they time estimates and moved some of the issues (user stories) from later sprints up to earlier ones (reduced sprints from 3 to 2).

#### Burnup report



After adjustments, all than last issue in the last sprint were completed in time. Unforeseen privet matter caused the brake in working on the project, resulting in that the last issue in last sprint were not completed in time. Returning to the project after sprints due time was the reason that last sprint was completed after intended time.

#### Summary

Not being able to see whole application in advance in my head, I started by doing some pseudo code and solving simple tasks. As I searched for solutions and got code working, I came over new problems that weren't considered or foreseen when I created the issues in Jira.

The more code I written, more new issues appeared that I couldn't foresee, luckily almost all of them weren't complicated enough that a simple google search or js/jquery/bootstrap documentation couldn't help to solve. It did cause a bit chaotic commit history in gilt repo, but I feel confident that with every practical exercise I'm getting better to pre-solve issues and foresee how each issue depends on or effect related functionality and/or the system as whole.

Some of the worth mentioning challenges I had building the app was related to "isLate" functions.

By OOP principles it should a part of class method. Concentrating on getting it to work for a app user, I went for having those as a separate functions as I initially concluded that it should be solved with setTimeout() (for staff - I did later thought to use loop that checks for status and compares current time to return time, but wouldn't been able to try it out in time or give it more thought which approach is more or less resource demanding).

One of the challenges with that was "how to control the multiple timeouts" – this were solved by reading up on setTimout() – that every setTimeout() have unique ID you can target when you want to clear specific timeout.

Next issue that caused me some headache was adding the digital clock to the app. Initially adding the clock caused the severe delays in "isLate" toasts. This send me to a rabbit hole of going in dept on js event loops and trying out writing clock function in different ways (for example in plain js without using moment.js) – solution to this issue was to change out setInterval() with setTimeout().

One minor challenge was how to keep the connection between objects in arrays and in the html table, that was simply solved by adding unique id -s to objects and pass them as id -s to corresponding table row in html.