Ankitha Prasad

Sprint 2 Retrospective

Document Date: Oct 25, 2024
Document Status: Completed
Sprint Dates: Oct 11, 2024 to Oct 25, 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 25, 2024 3:00 PM on Zoom

Team Roles

Customer: Tito Chowdhury
Product Owner: Sai Siva Rohith Tirumalasetti
Scrum Master: Ankitha Prasad
Developers: Mahima Ganni Govind Joshi

Contribution Overview
Overall, the team clearly understood the project's key requirements and priorities. We dedicated time to brainstorming ideas that could add value, prioritizing items essential for deployment and setting aside minor convenience improvements. Learning from the previous sprint's experiences, we implemented enhanced processes for this one. We followed Scrum practices closely, including sprint planning, conducting an MVP demo, and holding a retrospective to refine our approach for future sprints. The developers made steady progress on the user stories, contributing effectively to the overall project.

Contribution Table

Name	Role	Overview	Contrib. %
Ankitha Pra…	Scrum Master	As the Scrum Master, I facilitated team meetings such as planning sessions, daily standups, and retrospectives, ensuring that everyone understood their tasks and goals. I regularly checked in with the team to identify and address any blockers, monitored project progress, and helped keep everyone on track. I also took the initiative to clarify doubts and project	25

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		priorities with the TA and Professor.	
Sai Siva Ro…	Product Owner	I interacted with the client in the two meetings during the sprint 2. After the first meeting, I selected the user stories with the highest priority with the help of the client and our team. In our second meeting with the client, I briefed the client about what user stories were completed and one feature that we need to push to the next sprint since it was a bigger task than anticipated. We also discussed about the user stories to work on in the future sprints.	25
Govind Joshi	Developer	As a developer focused on the 3D timeline bar feature, I worked on understanding the flow of information from the 2D to the 3D view. I edited the controllers to send the setup and breakdown information for each plan item and added a timeline bar to the 3D view. This also required me to understand the 3D library and I spent time understanding how the previous devs incorporated the library into the current project	25
Mahima Ganni	Developer	As the developer, I have familiarized myself with the 3D code and understood the process of previewing the 2d view in 3D and I have worked on implementing the user story to synchronize the changes between the 3d view and the 2d view. I have written the cucumber scenarios and unit tests to test the feature.	25

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Sprint Goal

The goal of the last sprint was to find the best 3D rendering solution and improve the 3D preview to match what the customer wanted. Since the current solution wasn't ideal, we looked into and compared different 3D design tools to see if there was a better or easier option. For the MVP, the customer needed a timeline bar in the 3D view to show items appearing and disappearing based on their start and end times. This involved creating a scrubber that synced with the 3D data to show changes accurately over time. We also made sure that any changes made in the 3D view would show up in the 2D view, keeping both views in sync.

Sprint Achievements

In this sprint, we achieved the following:

- Explored various 3D rendering tools and libraries, comparing and evaluating them to finalize a suitable solution.
- Developed and integrated a timeline scrubber in the 3D preview, allowing items to appear and disappear according to their start and end times.
- Synchronized the timeline scrubber with 3D data to accurately reflect the venue's layout over time.
- Implemented functionality to update the 2D top view automatically when changes are made in the 3D view, ensuring consistency between both views.
- Completed unit tests to verify the accuracy of the chronology bar and the synchronization between 3D and 2D views.
- Implemented client suggestions and ensured a clear understanding of project priorities.

Sprint Backlog items and status

While development for the feature "Reflect the changes of 3D in 2D top view" was initiated, we recognized the complexity involved and have decided to carry it forward to the next sprint for further refinement and completion.

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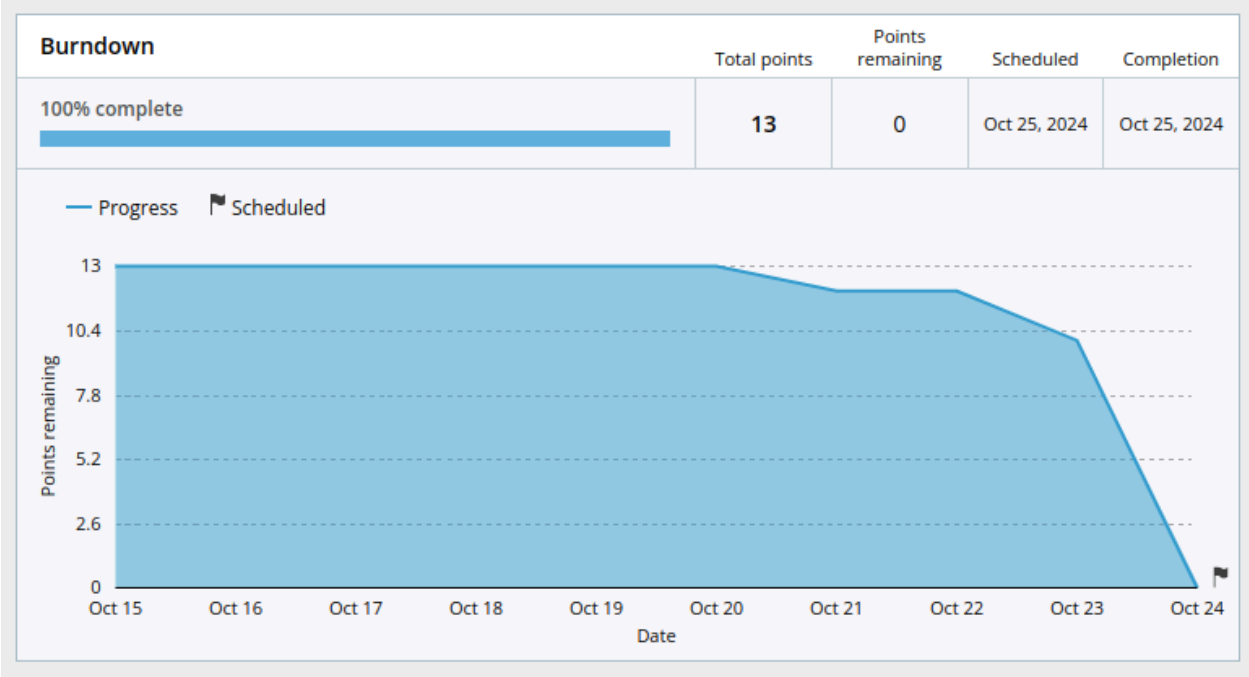
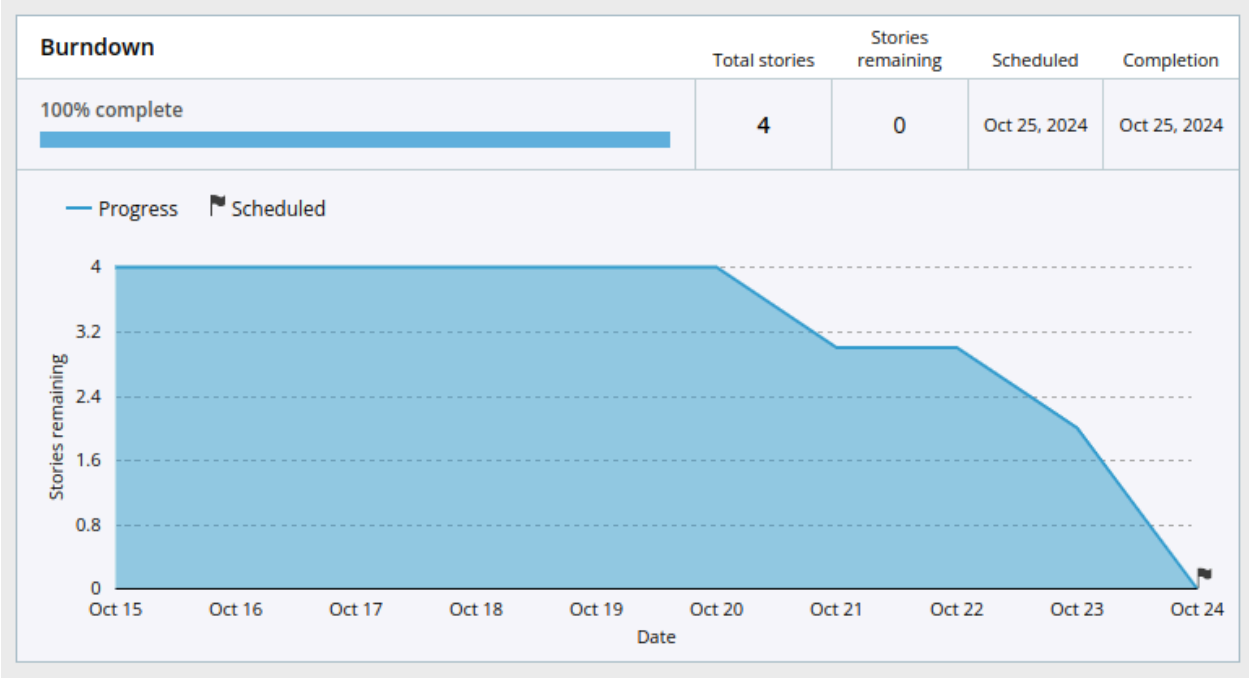
Sprint Analytics





Sprint Design Diagram

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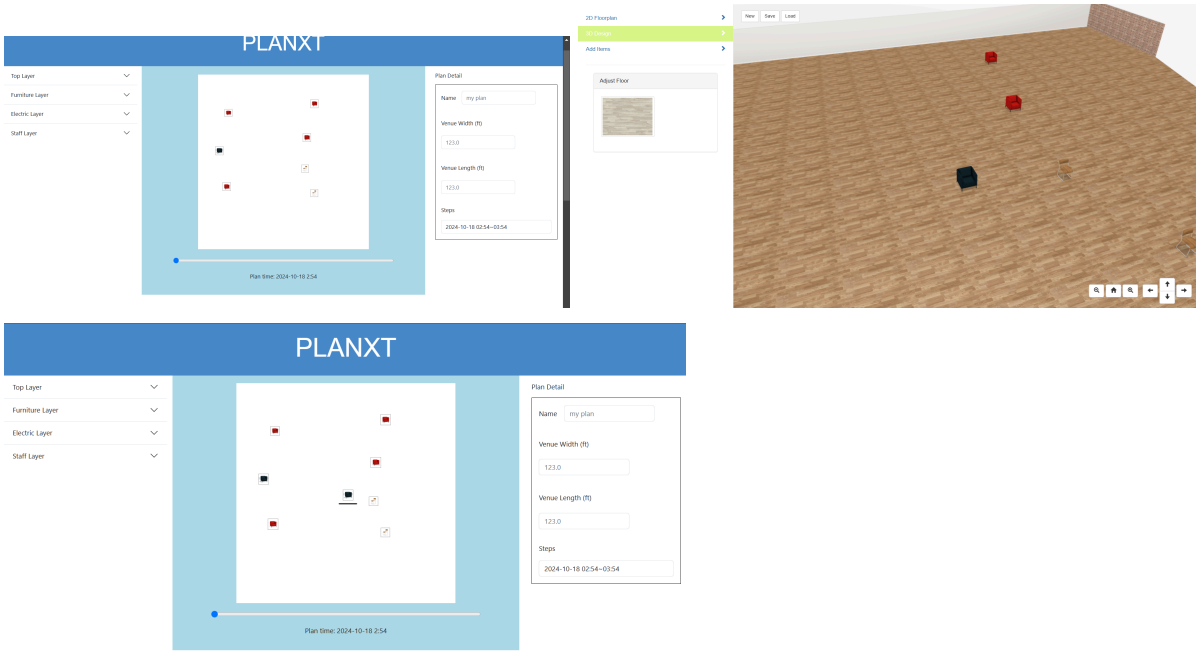

Fig: A blue chair added in 3D view, updates the 2D view

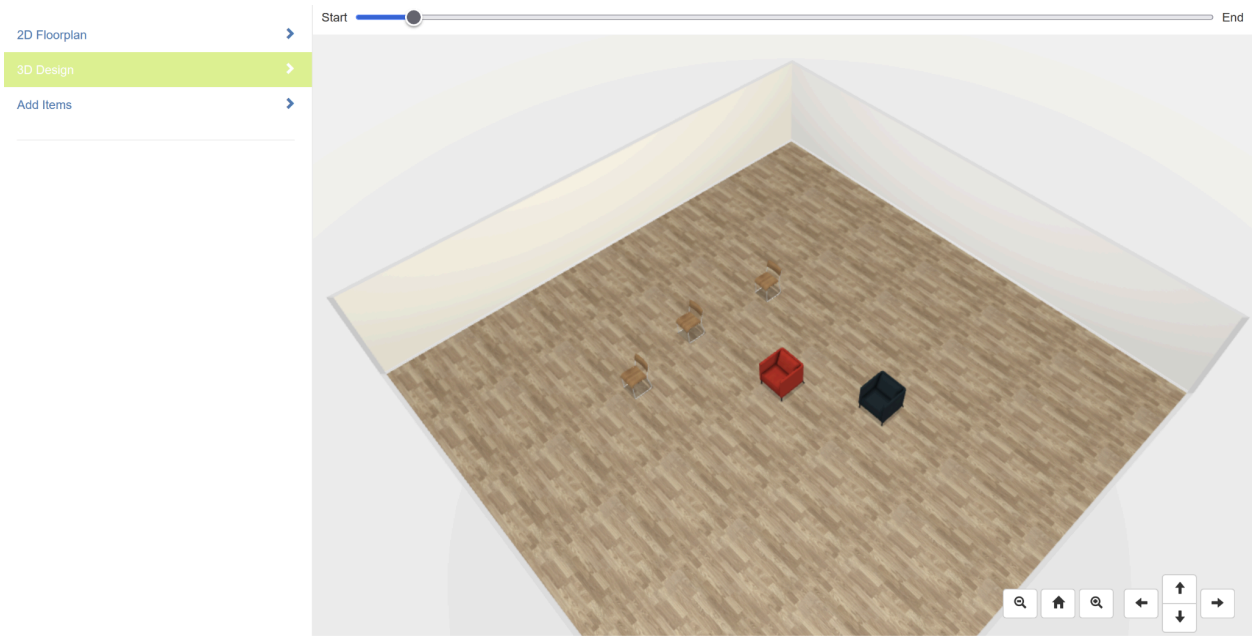

Fig. 3D timeline bar

Documentation of Changes

Updated the code in example.js and print3d.js so that whenever an item is added or deleted, the function would also add or delete the item from the database respectively so that the 2D view is updated/synchronized.

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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: 97 files inspected, 73 offenses detected

0 code smells on codeclimate

MVP Customer Meeting Summary

In the customer meeting, we showcased the progress made during the current sprint by demonstrating the recent changes we implemented. The client provided valuable feedback, highlighting areas for improvement and additional features needed. The client expressed a desire for live scrolling functionality in the 3D timeline scrubber developed during this sprint, which would enable real-time updates in the interface. The client also emphasized the importance of prioritizing a dependency feature between the objects. We informed the client about the development changes made for 2D-3D synchronization, acknowledging that further work is needed in this area for the next sprint. Additionally, the client also encouraged us to consider the intensity involved when upgrading the current legacy code or libraries. Lastly, he requested real-world performance testing to assess the system's ability to handle a large load (more than 500 items) and to confirm that effective rendering is maintained under such conditions.

Bdd and tdd

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