

Sprint 3 Report

Team Banana

Sprint backlog (done, remaining)

Imported from Azure DevOps.

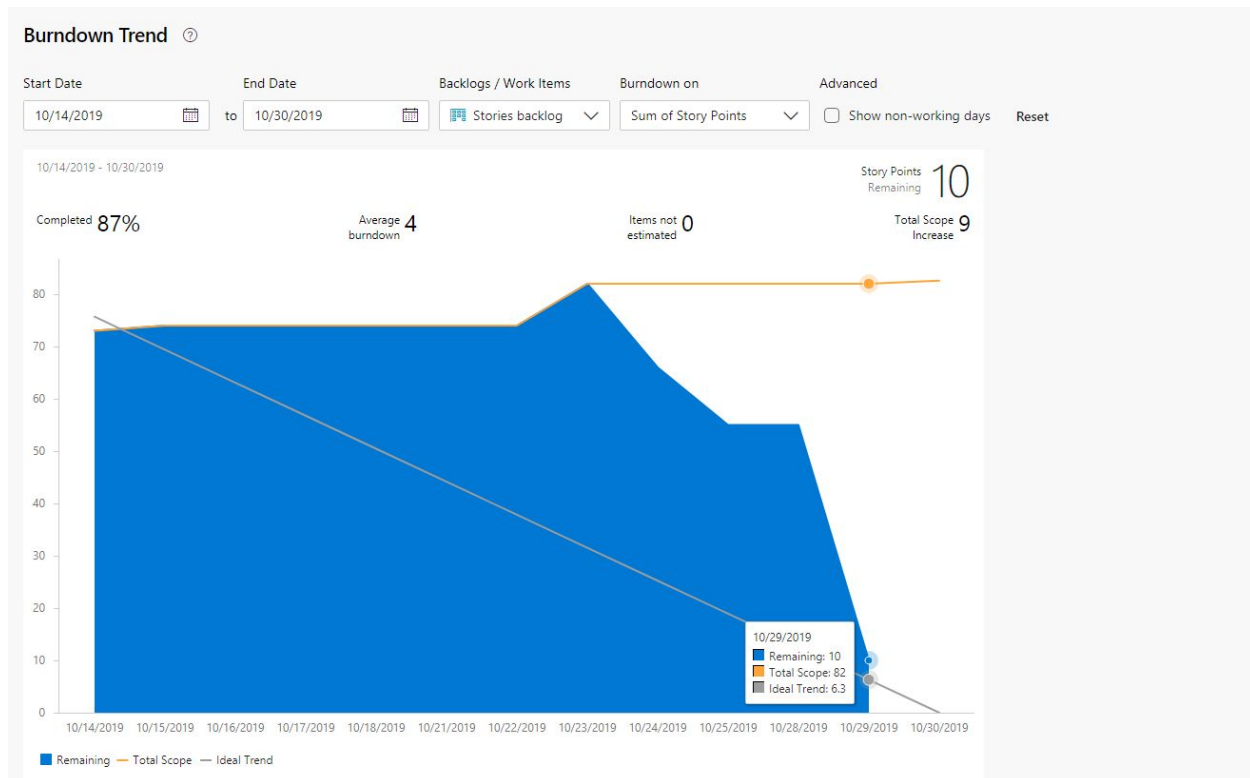
Banana Group Team

Taskboard Backlog Capacity Analytics + New Work Item Column Options ...

	Order	Title	State
+	1	> Bug fixing. Fix slow loading of audio files.	... Closed
	2	> Bug fixing in UI Interaction	Active
	3	> Project setup related	Active
	4	> As a user I want to be able to add bookmarks in both the audio files and text, so It's easier to keep track of where I was,...	Closed
	5	> As a user I want keyboard shortcuts to rewind and repeat segments of the audio.	Closed
	6	> As the user I want to be able to add a timestamp of the audio player into the text with a button and a keyboard shortcut.	Closed
	7	> As a user I want to be able to adjust the playback speed using keyboard shortcuts.	Closed
	8	> As a user I want to be able to add names of frequent speakers easily with a button shortcut.	Closed
	9	> As a user I want the audio player to automatically play the next audio file in the same playlist. This should be toggleable.	Closed
	10	Project Setup	Closed
	11	> As a User i want the user Manual for the tool	Closed

Burndown chart

Imported from Azure DevOps.



Record of practices used during sprint, including why

- **User stories**
 - During our sprint planning meeting with the product owner, we agreed to continue working on the user stories and their associated tasks.
- **Prioritization**
 - The product owner clarified on which user stories to prioritize in the third sprint.
- **Product Backlog**
 - We continued using Azure DevOps to manage the product backlog.
- **Definition of done**
 - A user story is considered 'done' once all associated functionalities are implemented and tested.
- **Estimation**
 - We estimated the complexity of the tasks using story points instead of estimating the time spent to complete the task using hours.
- **Story points**
 - Story point represents the level of complexity of the task. We assigned 2 story points for the least difficult task and estimated the rest of the tasks in relevance to it.
- **Time boxing**
 - We sort of adapted our own interpretation of this practice, and made sure we had a goal with the sprint as to what tasks we strive to complete if we end up facing adversities during development. So that we knew we'd have something if not everything ready to deliver on the deadline.
- **Scrum master**
 - We designated a scrum master to ensure we stick to agile values, principles and practices as well as establishing an environment where the team can be effective etc.
- **Daily Scrums**
 - We conducted the daily scrums in the afternoon each time the team met. Each team member had to say:
 - What he/she had been been working on.
 - What he/she was going to do next.
 - Any problems encountered.
 - And we tried to keep it very short (less than 15 minutes), but just to give everyone insight as to what everyone is working on and how we can all help each other.
- **Common work area**

- We decided that our common work is the designated room for the scheduled lab, this was due to convenience but also avoid outside interruptions and distractions.

Roles of team members

Scrum master: Jakob

Scrum team: Athul, Farrell, Jemima, Tobias, Wafaa

Attendance of team members per day

Date	Athul	Farrell	Jakob	Jemima	Tobias	Wafaa
Sprint 3 meetings						
14-Oct	Y	Y	Y	Y	Y	Y
15-Oct	N	N	Y	N	Y	Y
16-Oct	Y	Y	Y	Y	Y	N
17-Oct	Y	N	Y	N	Y	N
23-Oct	Y	Y	Y	Y	Y	Y
24-Oct	Y	N	Y	Y	N	Y
25-Oct	Y	Y	Y	Y	Y	Y
29-Oct	Y	Y	Y	Y	Y	Y
Sprint 3 review						
30-Oct	Y	Y	Y	Y	Y	Y

Retrospective notes

- **Things that went well**
 - Improved communication and collaboration among all team members.
 - Improved understanding of scrum and agile practices.
 - Good team spirit and moral.
 - Team progress is visible to all members. A dashboard is created on Azure DevOps showing updated backlog with ongoing tasks and completed tasks.
 - Team members can easily assign themselves to the tasks they prefer to do.
 - Reviewing user stories with product owner before implementation.

- We finished a lot of tasks.
- We used more pair programming.
- Switching to story points for estimation on our user stories was a good improvement.
- Our team felt the objective of the sprint and individual appointed tasks were more clear during this sprint, which helped everyone know what to do.
- **Things that could be improved**
 - To give a better estimate of the work, we will shift to using story points instead of hours in the coming sprint.
 - Testing can be performed earlier during the sprint instead of pushing it till the end of the sprint.
 - Give better estimation of implementing complicated functionalities since coding and fixing bugs in C# can take a longer time.
 - Easy access to network share with sufficient rights can speed up the development process.
 - Setting up automated tests was challenging, we can either research this topic further or continue with manual testing.
 - We should have named and structured the program better to facilitate testing better.
 - Focus more on testing, deprioritize some functionality in order to make sure our program is working flawlessly.
 - Implement the design from our mockups
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Product backlog

Imported from Azure DevOps.

ID	Title	State	↑
68	Project setup related	Active	
50	Bug fixing in UI Interaction	Active	
12	Project Setup	Closed	
10	As a user I want the audio player to automatically play the next audio file in the same playlist. This should be toggleable.	Closed	
11	As the user I want to be able to add a timestamp of the audio player into the text with a button and a keyboard shortcut.	Closed	
65	As a User I want the user Manual for the tool	Closed	
7	As a user I want to be able to add names of frequent speakers easily with a button shortcut.	Closed	
8	As a user I want keyboard shortcuts to rewind and repeat segments of the audio.	Closed	
2	As a user I want to be able to add bookmarks in both the audio files and text, so It's easier to keep track of where I was, or jump to a specific point.	Closed	
59	Bug fixing. Fix slow loading of audio files.	Closed	
58	As a user I want to be able to adjust the playback speed using keyboard shortcuts.	Closed	
4	As a user I want my text to be spellchecked in real-time, so I can get rid of typos and grammatical errors	Closed	
5	As a user I want to be able to play an audio file from a URL	Closed	
46	As a user I want documentation of the business plan	Closed	
43	As a user I want keyboard shortcuts to play/pause the audio. To facilitate ease of use.	Closed	
42	As a user I want to have an audio player in the text editor, so I can control the audio while I'm typing.	Closed	
3	As a user I want the editor to support Rich Text Format	Closed	
1	As a user, I want to be able to save an RTF document and the project file so that I can continue working on it later.	Closed	
57	As a user I can use the chrome web extension to import an audiofile into the project.	New	
9	As a user I want the speech to be automatically converted to text so it can be followed by the words.	New	
6	As a user I want to be able to adjust the playback speed. Automatic speed suggestion based on typing speed should also be toggleable.	New	

Source code

Provided in a zip file.

Released project

Provided in a zip file.

User manuals, tutorials, and other accompanying artefacts prepared on the product

- User manual (provided in a pdf file).
- Manual acceptance testing (provided in a pdf file).