Sprint 8 Review

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Final Report

Final report was separated into two parts, project development process and product documentation. Project development process focuses on the process itself. What methodologies were applied and how the planning and risk analysis was handled. It also discussed what the approach to agile implementation was and how scrum team roles and responsibilities were split amongst team members in each sprint.

Product documentation was about the product itself, meaning how the application was developed. What its design was and how different different diagrams were able to describe the application from ER diagrams to UML diagrams. These will then ease the future developers and anyone interested understand how the data and software were modeled.

It also included UI mockups that were done in figma to suit our project idea and customer. The theme and some elements were given to us from the client which then guided the idea in a certain direction. These were then turned into FXML with SceneBuilder and tested.

Implementation details delves deeper into how the architecture of the software is and what technologies were used and what they are for. There is also a short description on how the software was split into separate modules for better maintenance and understanding.

For the user portion of the document, it includes an installation guide that step by step guides the user into successfully downloading and installing the application. Usage instructions then tell all the typical user flows from start to finish and optional routes that can be taken.

The Troubleshooting section mentions typical problems that one might run into while using the application and how you can solve them.

Final Presentation

Final presentation showcased all the new features and the development process for the sprints 5-8. The presentation included an introduction that gave an overview of the last 4 sprints and how the theory from the course was applied in practice for the project work.

After the introduction was project vision and goals, which went over the initial plans for the project and how they developed over time. It mentions how the product should be reliable and fun to use, this means making static code analysis and usability testing and user acceptance testing.

Application features and usage was about showcasing all the features especially the newly added implementation of multilingual UI and data handling. This demonstration was done with video demo and images from different stages and features of the application.

Software architecture and technologies used went over the structure of the software through UML diagrams and an ER diagram. These diagrams gave a good understanding of the architecture and data. Anyone with understanding of these diagrams could quickly understand the general idea of the architecture. Technologies used went over the software that were used during different phases of the development from the primary coding language and testing to static code analysis.

Localization talked about how the multilingual UI and database were designed and then implemented. UI implementation went over the benefits and showcased with side by side images how the UI differed in Finnish, English, Japanese and simplified Chinese. Database localization went over the design and what is persisted to the database in non-latin letters. It also discussed the benefits of this implementation for future development and scalability.

Quality assurance talked about the static code analysis tool results, usability and user acceptance testing. It showed how many bugs, style issues, vulnerabilities and general bad practices there were and how they were dealt with. There was also an emphasis on the usability testing by nielsen heuristic evaluation and the amount of different severity rating issues there had been and they were solved. In general it discussed how the project quality and reliability were guaranteed.

Lessons learned went over all the things the team had learned during the project and course. This was the theory covered during course and then put to use in the project work. In short it was localization, user acceptance testing, usability testing, static code analysis, UML and ER modeling, and documentation.

Product Backlog Update

All user story acceptance criteria have been met therefore they are all complete. No new user stories were introduced since this was the final sprint. Image 1. shows the update product backlog with each user story complete. These user stories amounted to 6 story points. The overall story points in the product backlog after 8 sprints totaled 199 story points which all were achieved.

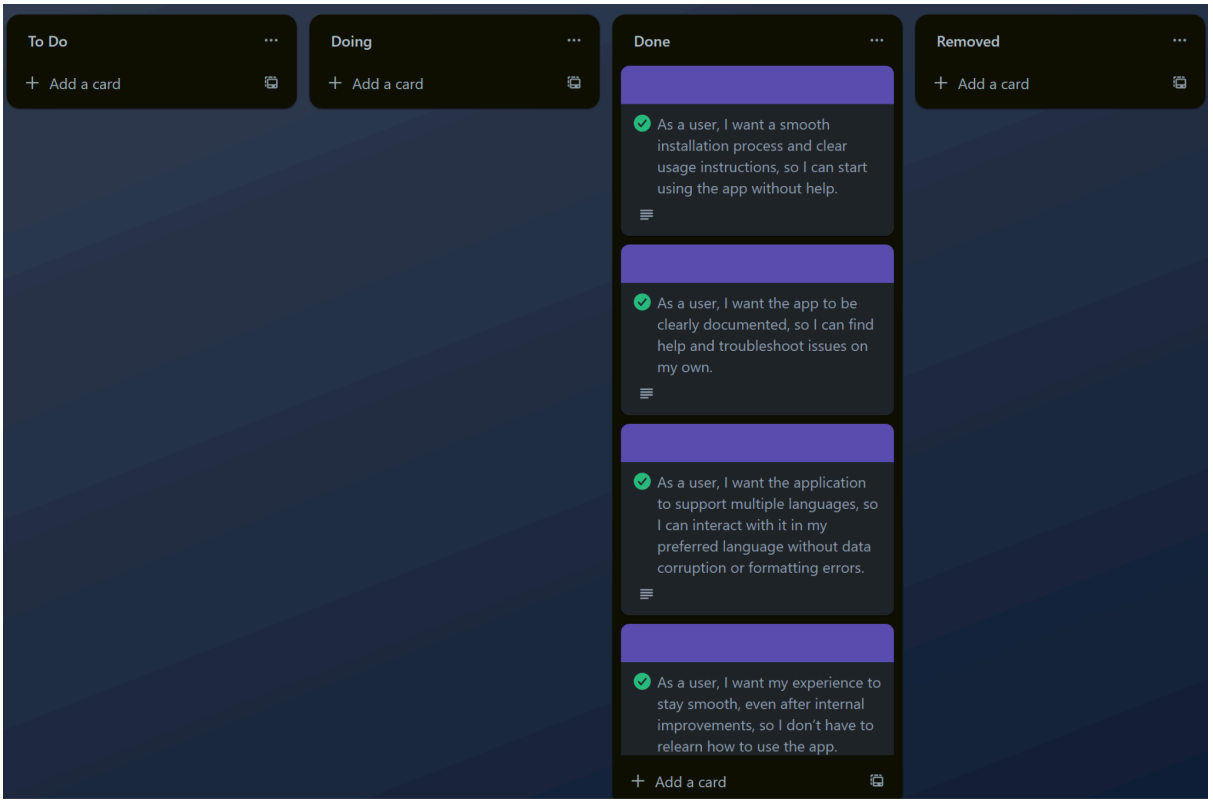

Image 1. Shows the product backlog after sprint 8.

Sprint 8 backlog can be seen in image 2. all 14 tasks planned were implemented and finished before the end of the sprint.

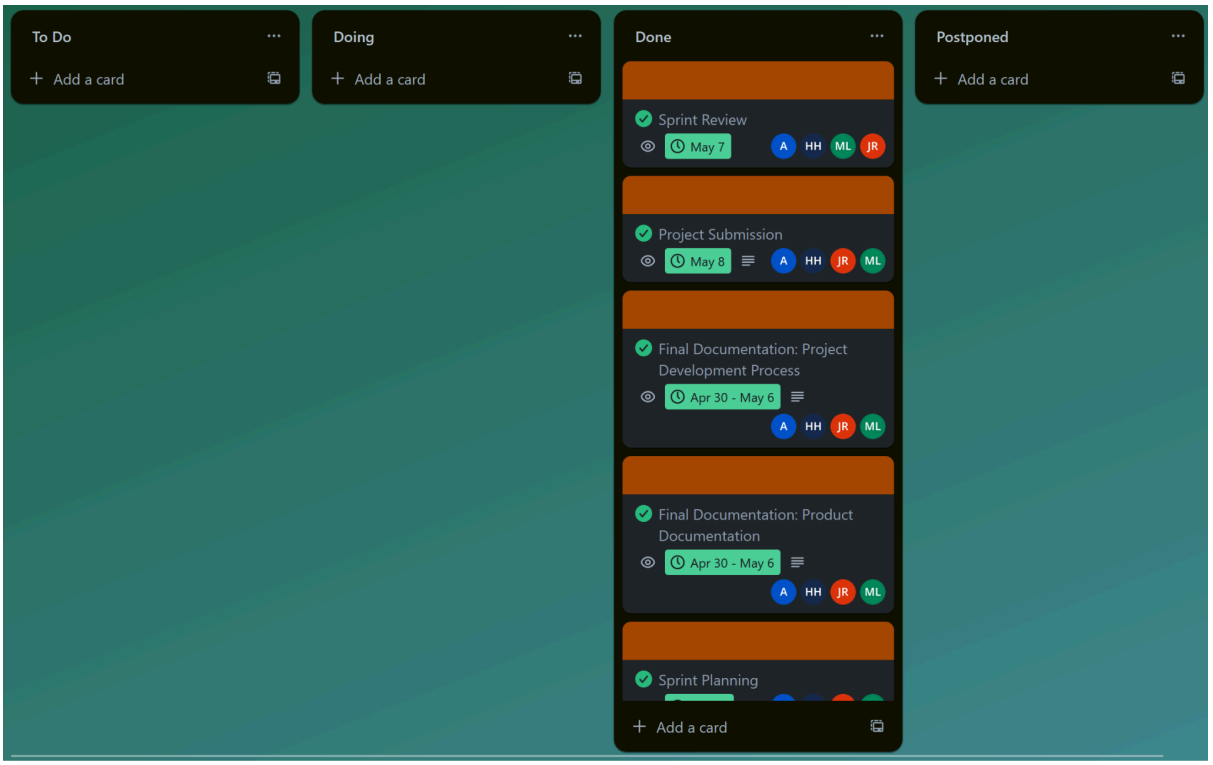

Image 2. Sprint 8 backlog.

Sprint Review

The sprint focused on writing a final report based on the project work. Work was split equally and there were no real obstacles during this. Some sections were rewritten for better clarity. Good documentation during the course proved to be a great advantage when writing the final report. Everything was easy to find and keep track of, be it diagrams or any descriptions or documentation.

The final presentation was also rather straightforward to do since we had already made a great template for the presentation in the previous course. The presentation requirements also gave great direction on what to talk about and where to place the emphasis.

Name	Tasks	Time
Ade Aiho	Presentation preparation, Final report writing	8 hrs
Heta Hartzell	Presentation preparation, Final report writing	10 hrs
Mika Laakkonen	Presentation preparation, Final report writing	10 hrs
Jonne Roponen	Presentation preparation, Final report writing	12 hrs

Image 3. shows the excel sheet which displays each team member's contribution.

Ohjelmistotuotantoprojekti 2

	Sprint 5	Sprint 6	Sprint 7	Sprint 8	Total
Ade	12	15	12	8	47
Heta	13	15	14	10	52
Mika	12	18	12	10	52
Jonne	14	16	14	12	56
	51	64	52	40	207

Image 3. Image of excel sheet team contributions.