

Sprint 1 Process & Reflection

We successfully implemented our MVP of Ecomon. Users can create accounts, via the template based front end. Once registered they can open packs, battle bins and use the home page to locate other gyms on a map. The battle page allows users to have an exciting battle against a simulated version of the current bin owner. The Profile page can be used to see the overview of all your cards along with your current selected deck. Users can choose to log out here.

Challenge faced

One of the biggest challenges faced by team Beep was organisation skills and meeting every day. Many members of the group faced busy schedules and arranging constant meetings for the sprint proved difficult. We currently planned when we could meet at the end of every group session and over messages in the week to ensure calendar changes were accounted for.

Another difficulty was the majority of the team using the Django framework for the first time, resulting in excessive time figuring out how to complete a task before being able to attempt the solutions. We combatted this by teaching each other what we had learned so each person wouldn't have to spend the time figuring out what was necessary each time. Additionally utilising the Django documentation and tutorials wherever possible.

Our final main difficulty was conflicts occurring during the merge processes throughout, this was due to members branches becoming too outdated in comparison to the main. Additionally some team members' commits contained too many new features, this occurred a couple of times which made it harder when merge conflicts occurred.

How the Team Approached the Project

On the day when the specification was released, the group met up to debrief the specification. We made sure to all read and review the specification in detail to make sure we all understood what was expected of us. After the specification was understood we used that first meeting to brainstorm ideas on how we can make a new inventive way to educate and promote sustainability goals while still having users enjoy the process (gamification of the application). After a core idea was cemented a requirement analysis was drawn up to decompose our idea into codeable sub sections. This was then broken down further onto our Kanban board where each task was color coded with priority and members could be assigned to certain tasks. Each section was then dealt out to members to start tackling and coding. This would then be reflected in our kanban board with "who's doing what". Upon each new meeting afterwards, we had consecutive stand up meetings to discuss what had been done by each member and any challenges faced in case a member needed some extra time or assistance with their part of the project. This was crucial as in case any member had struggles with a particular code section or understanding how things would work, it would not last long as we would have regular meetings (every 2 days) to break down what each person has done, what each person will do in the future and any problems faced while coding.

Brief Reflection

What Went Well:

Overall, we worked very well as a team. With some members of the group more familiar with the Django framework than others, the initial design of the game also came with chances for members to take smaller tasks around Django and learn from the more experienced members of the group. Come later into Sprint One and looking forward into Sprint Two, group members felt much more confident taking a larger task and completing more complicated components.

Similarly, the communication of the group was impressive. With multiple communication methods including Whatsapp, Github and in-person meetings. The group was able to constantly stay updated with where others were at in the project. This allowed the project to flow smoothly with minimal complications.

Even Better If:

One way we plan to improve our organisation and team meetings is by creating a merged google calendar where we can all access and see the times we plan to meet. After a few weeks of working together, we have now learnt each other's schedules and know the key times each day we can all meet. Similarly, we plan to introduce virtual meetings in the evening where we all join on a Microsoft Teams call to recap the work we did that day.

In Sprint Two, we plan to give our internal features tighter deadlines in order to combat the merging issue. This will ensure group members constantly have the most up-to-date code so when it comes to merging into main, less conflicts arise leading to a smoother integration process all-together. Similarly, team members have learnt to commit more frequently to ensure code is not lost in merging. This also makes the ability to backtrack in case an error arises much simpler. Many code complications were fixed due to the communication with other team-members to help debug and easier backtracking will streamline this process.