Sprint 3 Report

SoundSend

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Sprint Complete: 11/23/16
Revision Number: 1
Revision Date: 11/23/16

Actions to stop doing:

We want to stop creating generic tasks, that do not fully detail out what needs to be done to achieve the completion of that task. It results in overlapping work between team members which is counterproductive and a miscommunication of what was interpreted and what was actually required. It was noticed that this was done with tasks that were more complex and unknown to us upon the time of assignment. We would like to avoid this in the future by understanding what the task is and what is required from it before assignment to a team member.

Actions to start doing:

We noticed this sprint that the team was more productive and efficient when working together in one room. This was because different team members had different knowledge bases and could easily work together, integrate their parts together, and communicate. This also led to better quality code because team members would give each other advice on how to maintain a certain coding style, or write the most efficient code. In future sprints, we'd like to set two group work times per week to have the team members come together and really churn out code for a few hours as a cohesive team, helping each other with the tasks.

It is very important to have all code heavily commented. This is because it helps keep track of what was being implemented and what the approach was towards a specific part of the code. If another team member looks at the code, they should easily be able to see what was being attempted without any confusion. Commenting all code also helps in having a good structure and keeping everything organized, which is very important. It also helps people work together on code parts and carry on where the other left off.

Actions to keep doing:

In sprint 3 we began working on tasks together and more collaboratively which resulted in the team being a lot more productive and getting work done. Pair programming and being partnered up within the group for different tasks helped in getting tasks completed in a more timely manner. This also resulted in better communication within the team, which allowed for different parts of the project to come together in a more efficient method.

Using the waffle board is an action which needs to be continued. This is because ever since our group moved to the waffle board online, it was a lot easier to keep track of progress towards the project and have a better visibility of what every member was working on. Initially our scrum board was created with post its, which made it a little more difficult to keep in order and manage. Waffle board integrates with github, which was another tool our team was continuously using, and being able to merge both applications really helped in organization for the team. Connecting it to Github made the Waffle Board dynamic and ever-changing with the progress of the team.

Work Completed/Not Completed:

- Work Completed:
    - User Story 0: As a listener I need to be able to join a channel (20 points)
        - Task 1: HTTP Get Request Code
        - Task 2: Listview to view get HTTP code for available channels
    - User Story 1: As a broadcaster, I need to be able to start a channel from the client (20 points)
        - Task 1: Connect UI to HTTP Join Request code
    - User Story 3: As an iOS user I need to be able to understand how to control the app(12 points)
        - Task 1: create storyboard for ios application (2 hours)
    - User Story 4: As a client I need to be able to handle when broadcasters or listeners leave a channel
        - Task 1: Write Swift code to handle a stall in chunk publishing on the server.
    - User Story 5: As a broadcaster, I need to be able to record audio and send it to my channel
        - Task 1: Write Swift code to enable microphone functionality and record audio
        - Task 2: Connect microphone Swift code to HTTP connection to server
- Work Not Completed:
    - User Story 2: As a server owner, I need to be able accept and publish audio for users to listen to(16 points)
        - Task 1: iOS code that downloads the next chunk of audio(2 hours
        - Task 2: server code that accepts chunks of audio from broadcaster (2 hours)

Work Completion Rate:

- Total # of user stories completed: 5
- Total # of estimated ideal work hours completed during the prior sprint: 40
- Total # of days during the prior sprint: 19 days
- User stories/day: .26/day
- Ideal work hours/day: 2.1/day