

Iteration 2

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Client Information



Clean Stream Laundry is a start-up laundromat business led by our client Jake King. Our Clean Stream Laundry app is a mobile and web app that allows users to easily manage their laundry. From paying for a machine to getting notified that the machine has finished and everything in between our app aims to streamline the process.

Client Feedback

- Loves direction & implemented features
- “Blown away” with current design of the app and it’s useability
- Need to be careful with small details
- Changes made:
 - Toggle password visibility
 - Scrollable login/sign up
- Requests for next iteration:
 - Add shorter time frame to request refunds
 - Use app bar space
 - Add a splash page when loading in



Iteration 2 features

In review

4 / 5

Estimate: 0

...

This item is in review

Clean-Stream #10

FR11 User can toggle the GUI between light and dark mode

P2

M

Clean-Stream #9

FR10 User can see the number of machines available at a location

P1

XS

Clean-Stream #7

FR7 User can see transaction history

P1

M

Clean-Stream #11

FR12 User should be able to request refund on transactions

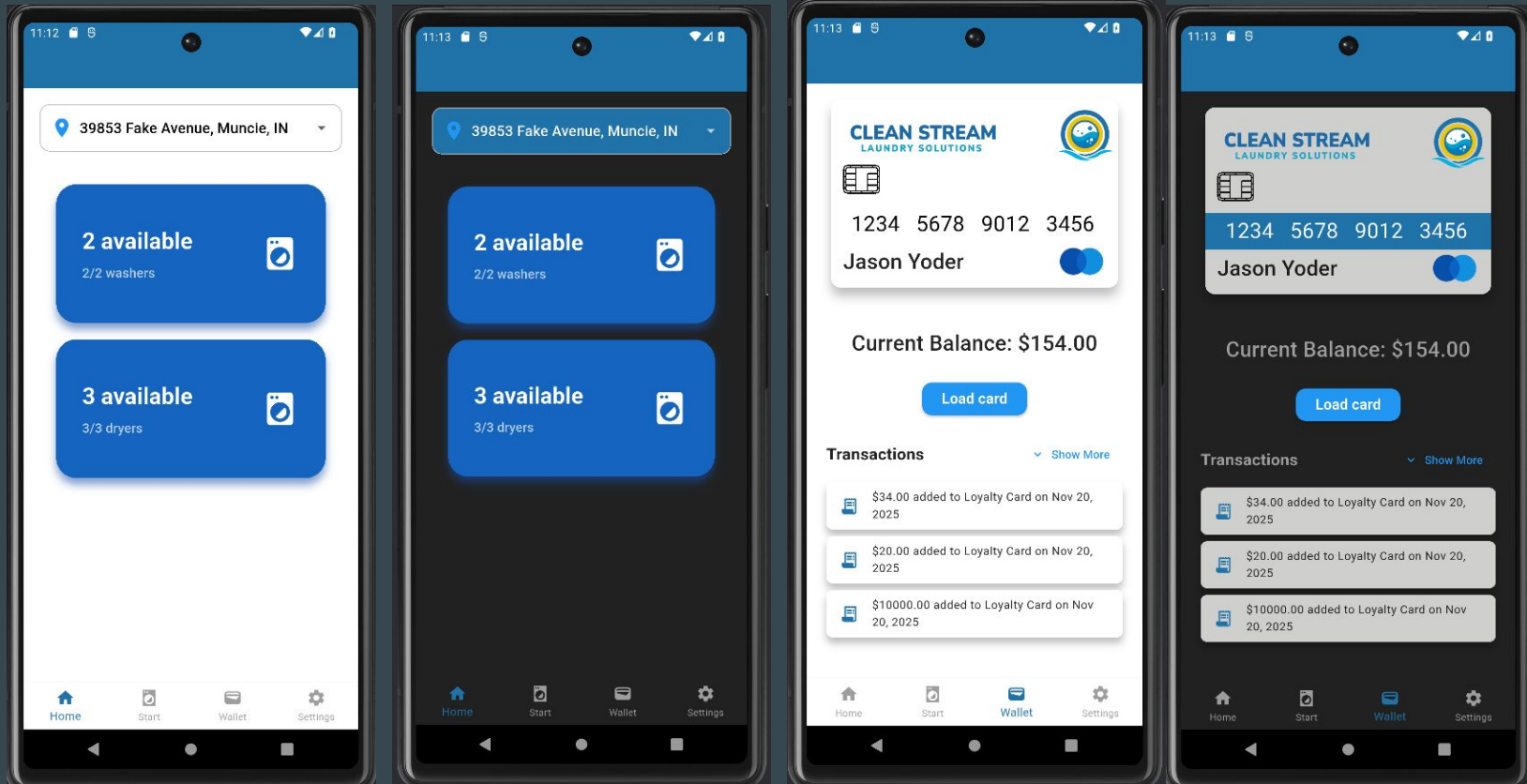
P1

M

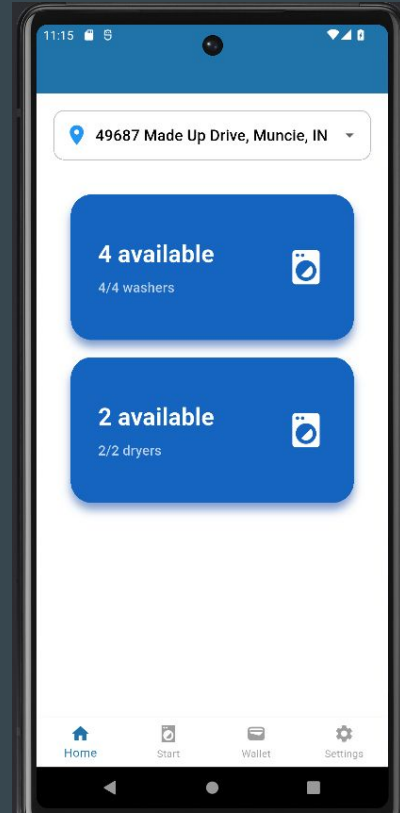
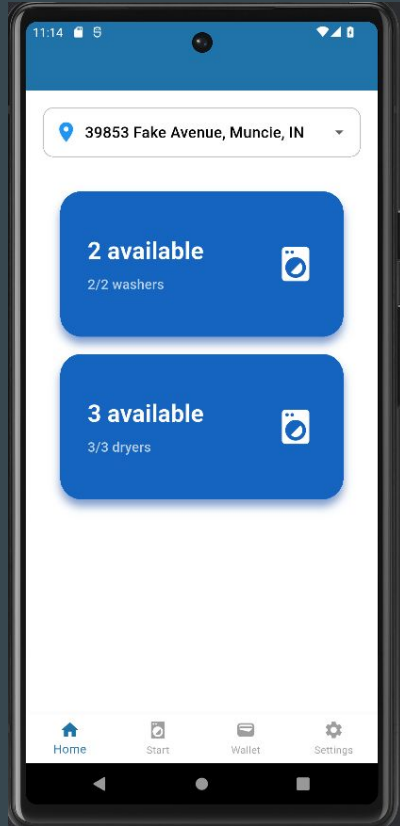
+ Add item



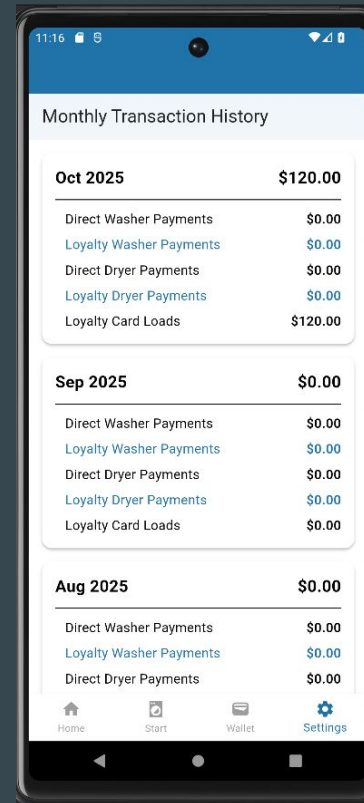
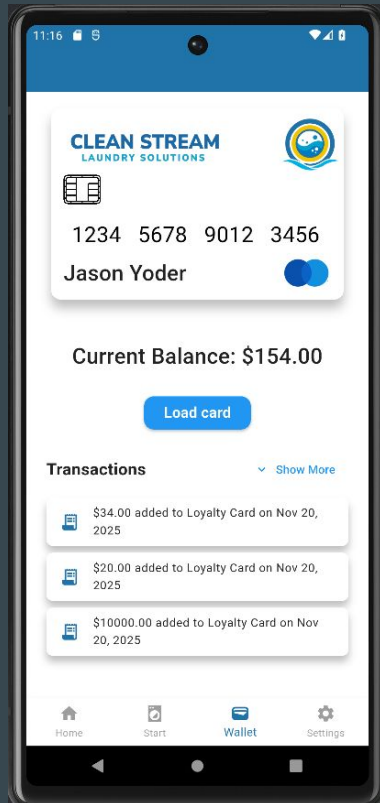
FR #11: User can toggle between light and dark mode



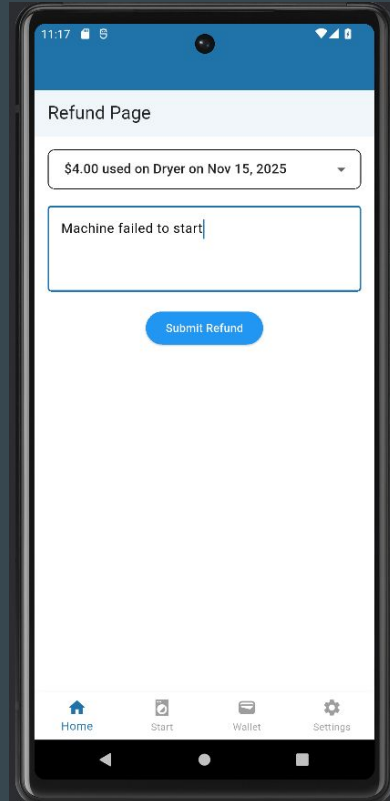
FR #10: User can see machine availability at a location



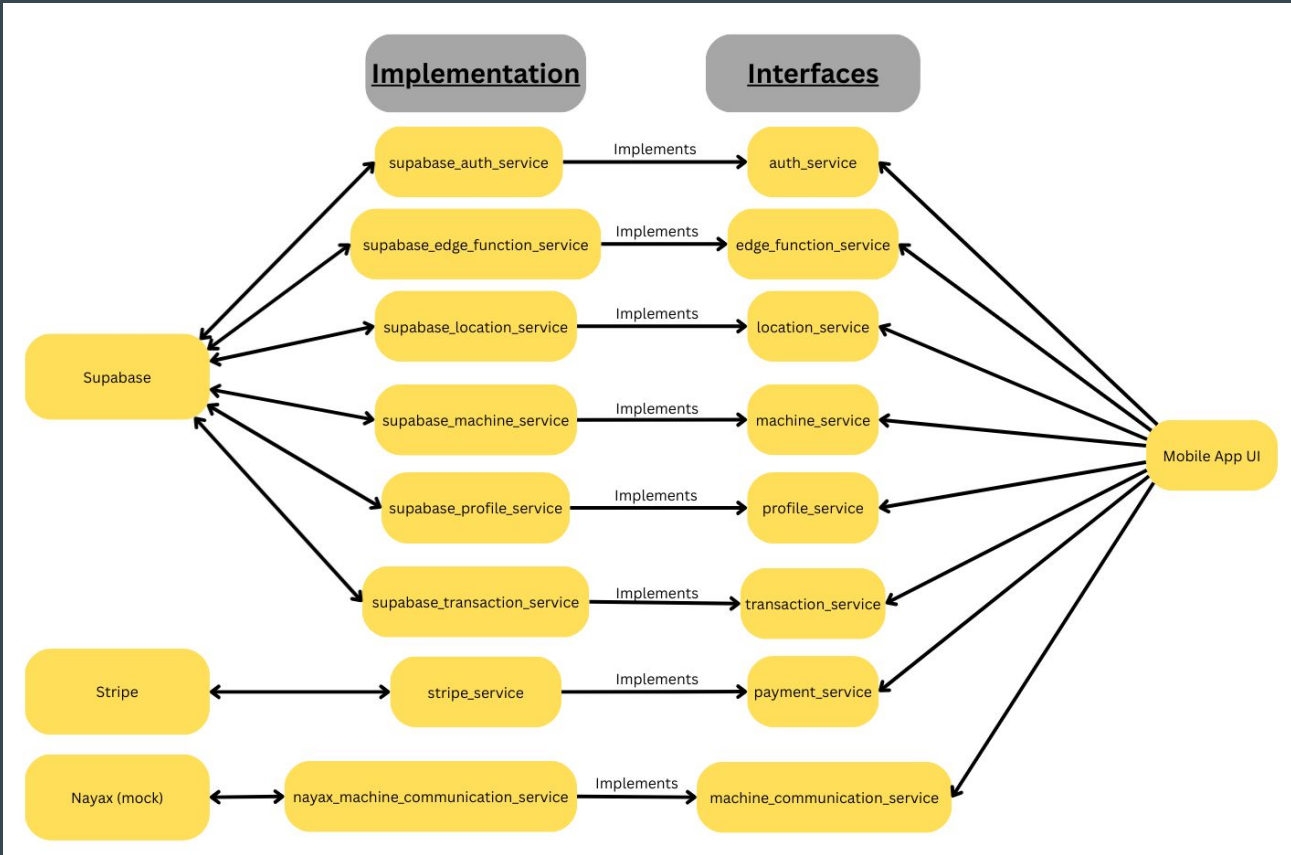
FR #7: User can see transaction history



FR #12: User can request refund



Modular Structure



3rd Iteration Features

- User can see machine locations on a map
- User gets notified when their machines finish
- User can unlock doors after hours (with \$X on their loyalty card)
- Rework loyalty card payment limit and UI design
- Rework refund policy



Retrospection

- Team thoughts
 - Jason: This iteration went better than last, but felt rushed to push features over quality code
 - James: We didn't add as much stuff as we did last iteration but the stuff we did on the backend will help allow us to easily add more in future iterations.
 - Kareline: This iteration had a lot of ups and downs it felt like when we completed one thing something new came up to fix or do
 - Nolan: I had a lot of fun this iteration, and felt like we had a very good end product.
 - Josh: Despite implemented code errors, good communication and proper branching helped fix it
- Higher quality software with tests, modularity, etc.
- Approach to iteration 3:
 - Every merge/PR has satisfactory tests, modularity and is clean before merged



Funny slide

Floats from Macy's thanksgiving parade

Busta Rhymes Raps With the Ninja Turtles



Questions?

