Finance Friend

-Sprint Three Retrospective-

Team 5:

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Patrick Spitzer

1.) What went well?

Henry:

       I think that user stories #01 & #02 went very well. The splash screen looked nice, loaded elements in sequence, and all page animations were smooth and felt natural. I'm pretty proud of getting all those to work and think that it helped to increase the overall "feel" of our project. Perhaps adding different animations could've elevated it even further.

John:

       User stories #11 and #12 went very smoothly. I was able to work off of the add/remove friends implementation quickly to add on the blocking feature. I was also able to seamlessly add in the posts UI relatively painlessly, even though that's the story I ended up spending the most time on.

Wes:

       This was a super fun and exciting sprint as I got to implement a lot of the social functionality and lay the groundwork for other features by adding in the ability to add friends. Something that was super rewarding was the speed at which I was able to implement direct messaging and how polished the final product looked. I was able to get my stories done and also helped clean up some old stories in my free time.

Patrick:

       For me, all of my user stories went well. I managed to finish all four a few days before the deadline, leaving myself plenty of time to clean things up. I feel much more confident in my use of Flutter than I did in past sprints and did not need to look up nearly as much to complete my user stories. Specifically, I like the way I made the functionality for 15 and 16 integrate with the notifications page, allowing for requests to feel like they naturally made sense there.

2.) What did not go well?

General:

       In this sprint, we worked on the same features more than any previous sprint. This caused more tweaking than usual in the few days prior to the demo like when Patrick had to re-implement a UI feature of his that was accidentally removed in a merge conflict.

Henry:

I think that the biggest struggle for myself would have been user stories #03 & #04. Number four was caused due to a miscalculation on how long number 3 would take me to implement, and so I ran out of time to complete it. User story 3 was far more complicated and involved a lot more steps than I thought it would have taken, causing me to take significantly more time to finish it than I would have liked.

Wes:

I ran into some last minute issues right before the demo when trying to clean up some of the authentication. The function to update the display name in firebase Auth wasn't working, so that made a lot of pages not work exactly how they were designed to. It also made it impossible to create new accounts for a little bit. I was never able to fully figure it out, but I did see that it was a somewhat known bug on Firebase Auth.

John:

I struggled a bit with user story #10. Adding it into the UI in a manner that made sense was not always easy. There were a lot of unforeseen bugs and incompatibilities that would've taken a lot more code refactoring than I already did to get something slightly more cohesive. I decided to simplify the approach than what I had originally imagined, and it ended up working out just fine.

Patrick:

I did not have much go wrong with my user stories and completed all of them on time. 15 and 16 caused a bit of trouble when I was deciding on how to make friends' financials visible to the user. UI was certainly not my strong suit for this project. User story 17 required a bit of research into how files could be downloaded off Flutter, but overall it was not too difficult to implement.

3.) How should you improve?

Henry:

I think moving forward getting a little better at my predictions on how long it will take to complete things, paired with overall time management would help me. If I had better estimates of how long it would take me to finish things, most of the difficulties I faced during this sprint would not have been a problem, and I could have had a very successful and low-stress sprint 3.

Wes:

      Now that the project is completed, there isn't much to enhance within the project itself, except for some cleanup. However, I believe I've gained valuable insights into the practical aspects of learning through implementation. At this point, I consider myself proficient as a Dart developer, given the substantial time I dedicated to working with it. Contrasting this experience with an 8-week course I took last semester on React, I realize I learned significantly more through this hands-on project. This wasn't solely due to the time invested but also because the project required me to figure things out on the fly rather than simply adding a few lines to mostly completed code.

John:

      In the future, I need to improve the rigidity of my features. I did not do as much testing as I should have, which led to a lack of confidence in my code and more fragility in my features. A potential fix could also be keeping the amount of features we have in our project to a minimum so that more focus could be applied to each feature. However, that was not the goal for this project. We wanted the all-in-one free personal finance application and I believe we did that.

Patrick:

      Moving forward, I believe my best areas for improvement would be in code quality and framework knowledge. Naturally, over time I should gain more and more knowledge of how things like Flutter and Firebase function, as I work with them. I can improve my code quality by being more conscious of how I design my code before writing it and can add more comments to make my code easier to read and understand.