Sprint 3 Review Report

Project: Semester Project Group 11
Sprint Duration: April 9 - April 23, 2024
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Stakeholders: Sadok Ben Yahia

1. Sprint Goals and Outcomes

During this sprint we aimed to iterate our plans for the optimizer program and make a working prototype for the presentation.

Goal 1: Optimizer iteration 1

Status: Completed. The optimizer (for now) looks at the heat demands at if it's below the gas boiler capacity it only uses that. If exceeded the other boiler turns on.

Goal 2: UI, UI Design and Gas Boiler Iteration 1

Status: Completed. The app skeleton has been created using bootstrap for better UX.

Goal 3: Asset Manager Iteration 1

Status: Completed. Created classes for all the boiler, both for iteration 1 and 2.

Goal 4: Source Data Manager Iteration 1

Status: Completed – with minor issue. The Source Data Manager reads in the data from CSV files and creates objects from it. The only issue we have with it, is that since Apple's MacOS uses a different DateTime format than Windows, it throws and exception for some of the dates.

Goal 5: Result Data Manager Oil Boiler Iteration 1

Status: Completed.

2. Completed Work

We had the midterm presentation during this sprint, so our main focus was on getting the program in a state that can be presented and making the presentation. We focused on not just making the program work, but also making it easily expandable, therefore we have less work to do in the second iteration. For the visual UI we used razor pages, and in that bootstrap. We made all the components work almost flawlessly, and the end result visually remained close to our Figma prototype.

3. Unfinished Work.

Everything we set out to do during this sprint we have accomplished.

4. Quality and Technical Issues

There remained to be a bug, where Mac devices aren't able to read in all the data from the CSV file, since the OS expects the months to be at where the days are in the source data, so after the day exceeds the 13th day it throws an exception.

5. Team Dynamics and Collaboration

Work has been mostly divided equally, with everyone doing their part. Communication was clear and to the point. We had weekly meetings for scrum.

6. Processes and Tools

Jira helps keep track of the backlog and manage the sprint. Razor pages and Bootstrap has been used for UI. We sometimes looked back at our Figma prototype for reference.

7. Stakeholder Feedback

After our midterm presentation we got feedback from 2 supervisors, both were supportive of our development methods and the state of the program. The only criticism we got was regarding our presentation style and we will try to keep that in mind for the next time.

8. Obstacles and Impediments

We have been able to complete all the goals without any obstacles or impediments.

9. Successes and Wins

The biggest win for the team was the feedback we got after the presentation both from the supervisors and the other students.

10. Action Items for Improvement

Setting a hierarchy amongst task so no one has to wait for the other to finish.

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