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Sprint 2 Report

Team Justin[2] : NBAStat v0.2.1

Sprint #2
Review Date: *11/03/19*

Actions to stop doing:

Now that we've found templates to use for our pages, we no longer need to search for different html templates. We will now add necessary components to the existing templates we are using in order to fit them to our needs. Going forward we have our list of relevant data we wish to collect from the api. We will no longer need to discuss which endpoints are necessary.

Actions to start doing:

We will need to start bringing our separate components we have been working on together. This includes integrating the basic search bar we have into the homepage, and all pages. Additionally, populating our database with the data from our API, and querying that data to fill out the pages will be a major goal going forward. Figuring out this interaction between the two services will be a major goal for our next sprint. Other functionality we need to begin to implement is statistic graphics on our page. We are looking into using the Fusion Charts library through Django to automatically populate graphics.

Actions to keep doing:

We will continue to work on fleshing out our vision of the player pages. This includes editing the current template we are using and molding them into an accessible and clean looking page. This upcoming sprint includes a major focus on working on these pages. Continuing to work on our database and populating the table with endpoints from our API is our continuous goal.

Work completed/not completed:

We have completed all of our Sprint 2 tasks and stories and have made some headway into the Sprint 3 tasks. The database has been created and we are getting it ready to hold data. The template players have been created and are being actively worked on. We have finalized the list of data we wish to pull from our API, and have found ways to expose that data. We have created basic data graph markups, to use as a reference.

Work completion rate:

We had a strong start, when transitioning into the new sprint and we all knew what our goals were going into the sprint. However, development stalled for a couple of days near the beginning while we dealt with some compatibility issues. Once we overcome this roadblock, we started making significant strides towards completing our stories in several short sessions. In this sprint we had four user stories, which included, hosting our webpage, creating a basic player pages, exposing the data from our API, and creating basic reference graphs. We feel that we have accomplished all of these goals and are already moving forward with our next set of goals in order to have a successful release.