

ADR- First Sprint

Context

The first iteration of the website was designed to be basic as possible. Consequently, the implementations were also relatively basic. This involves local data storage, general look and the security of the website. The user stories picked for the first Sprint from the product backlog are detailed below in terms of their estimated durations and Sprint values.

- ❖ As a developer, I need to create a welcome page in order to welcome users to the website. Estimated duration (1 day). Sprint Value: 2.
- ❖ As a developer, I need to implement an option for signing up users so that they can have an account. Estimated duration (3 days). Sprint Value: 4.
- ❖ As a developer, I need to implement an option for logging in users so that they can access their accounts. Estimated duration (2 days). Sprint Value: 3
- ❖ As a developer, I need to implement a functionality that allows a user to create a group for the other household members. Estimated duration (2 days). Sprint Value: 3
- ❖ As a developer, I need to create a homepage so that users can see options available on the website. Estimated duration (1 day). Sprint Value: 3
- ❖ As a developer, I need to implement a list that defines the shared expenses in the household. Estimated duration (2 days). Sprint Value: 3
- ❖ As a developer, I need to implement functionality that allows a user to see other members of their shared household. Estimated duration (2 days). Sprint Value: 3
- ❖ As a developer, I need to implement functionality that allows users to post expenses so that the app can divide them equally amongst members. Estimated duration (3 days). Sprint Value: 4
- ❖ As a developer, I need to implement a functionality that allows users to change their credentials so that they can update their details. Estimated duration (2 days). Sprint Value: 3.
- ❖ As a developer, I need to implement a feature that sends email to users after they have signed up.
- ❖ Estimated duration (4 days). Sprint Value: 5

Decision

Data storage for the first release was done on a local level. We decided to use local data storage in order to foster simplicity in terms of carrying out as many stories as possible. Another reason for using local data storage for the first sprint was as a result of the team not being comfortable with a persistent database like Mongo DB or SQL. It was going to take up a lot of time to learn how an array is used to store the credentials of users when they sign up. Minimal security practices have been carried out at this point. This involves sign-in authentication which is done by comparing the entered details to all details stored in the array so as to grant or deny access.

Status

Accepted.

Consequences

Using local storage fostered simplicity and allowed the development team to carry out most of the user stories required for basic functionality. This also allowed the end user to get a general feel of the website in terms of what we hope to be achieved at the end. However, this was at the cost of security of the website. It was also difficult to implement some user stories, these were then moved back to the product backlog. More information is provided on these on the Sprint retrospective. It is noted that these user stories may have been easy to implement if a database was used instead of local storage. This may prove to be serious technical debt for the team, however, it is deemed acceptable since the Sprint Goal was met. At this point not many users would want to use the website due to the shortcomings already mentioned. The Sprint Velocity achieved for this Sprint is 21/33.