

# Find A Room

## Sprint 1 Retrospective

### CS 307

Team 13(Snoxy)

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# 1 What went well

## **User story: Open the application**

The UI was very good and the software is stable to open. The UI is not a strain to the eyes and everything is very easy to navigate. The application is simple and easy to use. It doesn't suffer from slowdown and doesn't crash.

## **User story: have a solid database which stores all the map data**

The database is stable and very easy to use. It went on well. We were able to grab the map information very quickly and display it. The application is able to hold many maps without lowering performance greatly.

# 2 What didn't go well

## **User story: Have a QRcode Scanner**

Can't finish the tasks to open the camera.

**Difficulties:** Use photoGap (which should have worked for both iOS and Android devices) cant open the camera on neither kind of system. It can have the UI on the laptop testing, but fails to open mobile camera on mobile phone. Since phoneGap doesnt work. we decided to work on the QRcode scanner for Android and iOS separately. We have decided to split the two devices into two and have them worked on separately. This will let us have a focus on a system and make sure to get a working system instead of juggling two devices. The QRcode class though is a functional class that takes in a string and stores it for use later, but thats not the whole QRcode scanner.

## **User story: Use the qr-code scanner to get information to determine the location from the map data .**

**Difficulties:** Due to the QRcode Scanner issue, we made a text box for user to input and passed the location as strings for argument. We parsed the strings so that it would pass the building, floor, and room. And we successfully showed the location by drawing the location point on the map since we have the pixels database.

Loading a map is actually harder than I thought. Since the map is much bigger than the phone screen and the location is too small, we cant put the entire map on the phone screen. So I measured the distance, using some scaling method from HTML and get a perfect view of map.

### 3 Improvements

- **Estimated hours of working.**

After our first sprint, we figured we need more time than we estimated due to the QRcode scanner issue. The fail in sprint 1 helps us getting more accurate in estimating the workload we have for the next sprint, and we shall finish all the tasks in a timely manner.

- **Team communication.**

We need to commute more during the sprint. During sprint one, we have some misunderstanding with the platform problem. At first, we thought the qr code scanner works on iOS, so we thought the QR code scanner can work on all the platform. However, It doesn't which cause us lots of time to figure out.

- **Planning.**

We were not super coordinated for plans. When we did meet up and worked we had to spend time regrouping and figuring out more about what each person needs to do. This slowed down production and caused some bumps during our meetings. We should know what we are doing well before meetings and be prepared to talk about how our part links with other peoples parts.