

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.

User story: Show the current location of the user on map.

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.

User story: load the map on screen

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.

2 What didn't went well

User story: Have a QRcode Scanner

Cant 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.

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 communicate 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.