

Traveling Merchant

Sprint One Retrospective Document

Team 10

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What went well?

The set-up of the database went well with the back-end. Models and routes fit the requirements set for all the user stories save for 1 and 6, which were front-end user stories. For user story 2, we were able to successfully implement salting and hashing for user passwords, which keeps user's information secure within our database. We were also able to implement JWT for user log-in, so users can browse the site without being logged out. Viewing history for user story 5 was a little tricky, but we managed to implement a JWT to keep track of which products the user visited whether they were logged-in or not.

Reproducing styling from the Figma mockup to the frontend went relatively well (user story 1, 3, 4). We haven't fully matched the website styling (and it was not our intention to do so), but it was quick and easy to make modifications, keep track of colors, font weights and styles, as well as to apply padding whenever necessary with regular CSS and Bootstrap. Bootstrap 5 and Popper.js were useful in making the website responsive, as we did not have to use media queries to resize components and the navbars as the screen width diminished.

What did not go well?

Overall, the sprint allowed us to get started with the project, and we tackled a lot of essential user stories, creating a solid backbone to our application. Everyone seemed comfortable yet challenged with what they were doing, and we separated the work well. There were some minor mishaps as one of our members faced health issues, and this led to one of our members assigning the uncompleted tasks to themselves, in addition to their own tasks. We agree that this led to an unjust imbalance, and would like to make sure that this incident does not reoccur.

Even though we put too much for the first sprint, we did complete all the user stories. Every task was successful, so we do not have any unsuccessful user stories to list.

How should you improve?

In our last sprint, we noticed that we underestimated the amount of time that would be required to complete each task. Due to this, the last week of our sprint was a very heavy workload. Towards the end of the sprint, we had to put in an excess of hours to be able to complete the user stories in time. Now that we have more experience delegating and estimating time for completion of tasks, we will be able to more reasonably distribute and plan our workload.

A second shortcoming in our approach to the first sprint was that we were all still coming to understand one another's strengths and weaknesses. To make up for this shortcoming in the first sprint, we needed to help teach each other about the aspects of web development that each of us are not familiar with. This also added extra time and effort in the development process. After our first sprint, each member's knowledge base has improved to be able to more effectively develop and implement aspects of our code, and to be able to more effectively tackle each task in our next sprint.