**Release 2**

Release 2 concluded almost exactly as planned with only 1 story point remaining. Task 24: Create update rules form for administration was moved to sprint 2 as it was more complicated than originally anticipated.

**Sprint 3**

During this sprint, we were lagging the entire time because we took on too many tasks and underestimated the expected time. During the first 5 days, we did not make a lot of progress, however following this, we made significant progress and almost caught up with the expected tasks. Towards the end we our progress stagnated once again and we concluded the spring with 1 task remaining which was moved to sprint 4. Underestimating the complexity of the notifications and email system were the primary causes for the miscalculation.

**Sprint 4**

Throughout this final sprint we were generally either on track or ahead of the expected timeline in some cases. Our primary issues were payment processing and setting up test cases, which caused some conflict with our existing code. This caused our team to start off slow but catch up relatively quickly by day 5. We were well on track for the middle half of this sprint and fell slightly behind towards the end. However we concluded the sprint exactly as projected, with all tasks being completed.

**User Story Updates**

**Story 21: Information Security**

The acceptance criteria for authentication key was removed as the whole system architecture was changed in collaboration with the client. This criterion therefore became redundant.

**Story 28: Review Overdue Fines**

Limitations for violators acceptance criteria was removed as given the system implementation, there was no way to limit the functions of violators. Any limitations placed upon the violators would be considered outside the system itself.

**Story 22: Error Correction**

The relevancy acceptance criteria were updated so that the relevance could be specified by the administrator. This makes the system more useful for the administrator and easier to use overall.

**Story 15: Violation Submission**

The ‘flagging’ of violations acceptance criteria was removed as patrol staff members could resolve issues themselves and did not require an outside department to correct problems. This made the system much simpler, less complicated and gives patrol staff more control over the system.

**Story Id 25 Generic Update**

This user story was updated from “emergency updates” to “generic updates” based on feedback from the client who wanted the notifications to reflect the day to day issues on the campus.