

# ***Sprint retrospective, Iteration #3***

*Project HOA*

*Group 22 a*

User story #	Task #	Task assigned to	Estimated effort per task	Actual effort per task	Done	Notes
<i>Activities should be validated before being created.</i>	#36	Rares Toader	3 hours	3 hours	Yes	Also did boundary testing.
<i>Hoa's should be validated before being created.</i>	#35	Rares Toader	3 hours	3 hours	Yes	Also did boundary testing.
Member's input should be validated before being created.	#32	Rares Toader	4 hours	6 hours	Yes	Also did boundary testing.
All API calls should be authenticated before any business logic is performed. Authentication is done using Spring security, which uses a Bearer token given to each registered user.	#30, #33, #34	Michal Krkoska	6hr	10hr	Yes	Took longer as there was a lot of reading to do about Spring Security.
<i>The AuthMember microservice is well-tested, which enables for bug-free user experience using the app.</i>	#39	Michal Krkoska	4hr	8hr	No	Mocking different parts of the app was rather difficult. There were issues with static method mocking and Util-class mocking. Also Integration tests take a long time to

						design as we have to avoid security and yet we need the Bearer token for some business logic.
<i>Start voting process two weeks after creating a proposal</i>	#9	Atanas Semov	1h	1h	Yes	
<i>The election microservice is well tested with unit tests, integration test and boundary tests</i>		Atanas Semov	6h	7h	Yes	Achieved full branch coverage
		Alperen Guncan	10h	11:24h		
<i>Added boilerplate code for communication between the hoa ms and the election ms</i>		Vian Robotin	3h	3h	Yes	Lacked any form of validation
<i>Finalize communication between hoa ms and election ms and add validation checks</i>	#11,#2, #7	Alperen Guncan	2h	2:44h	Yes	^ No more :)
<i>Implement requirement service with endpoints</i>		Alperen Guncan	2h	2:20h	Yes	
<i>Allow users to participate in a board election if they fullfill specific criteria in the HOA</i>	#13, #41	Hubert Janczak	4h	7h	Yes	Issues with cross communication