**Sprint Report Document**

Adventium Labs

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Riley Abrahamson**1. Sprint Planning Meeting -** 4/5/2021

**1.1 Sprint Backlog**

<https://github.com/RileyAbr/CSCI445-Adventium-2021/issues>

This is the link to our Github repository issues page where we store our tasks for this specific sprint and other sprints as needed. A hard copy of our sprint backlog can be found in “Section 4” of the *Project Specification Document.*

**2. Sprint Review Meeting –** 4/27/2021

**2.1 Code Review Meeting**

We had a code review meeting with Dan and Usman to explain to them our project and our final product. The meeting went great - each person on the team talked about their contribution to the project as well as demonstrating those parts. Chuck showed the iteration code, Riley showed the UI code, Ansley showed the storage code, and Jeremy showed his packaging progress. We got great feedback from Dan and Usman and we are very pleased with how our project finished.

**2.2 Stakeholder Involvement Review**

Our sponsor, Danielle Stewart, has helped a lot during this last sprint and the course of the project as a whole. She has remained the go-between for communication between us and the other staff at Adventium. Another member of Adventium who has been super helpful is August Schwerdfeger. He has helped us make a few breakthroughs when we got stuck on our project both during this sprint and throughout the entire project.

We maintained strong communication with the members of Adventium and continued our regular Thursday meetings with Danielle. During these meetings we gave Danielle updates to the project and asked any questions that arose. Additionally, Danielle asked us any questions or gave any insight on improvements to the project. Danielle tested our entire project and gave feedback on any bugs and areas of improvement. By the end of our project, she was very pleased with our finished product.

**2.3 Data Management Review**

All data provided by Adventium Labs to the development team has been via static AADL files and sample models from the GUMBO project. These pieces of data have been cleared for public access, having been sent over via email and stored within the project’s public GitHub repository. Currently, Adventium has no additional needs or precautions for how we secure the sample data models we are using for testing.

**2.4 Requirements/User Story Review**

* Changed Role, Developer to Systems Engineer
* Clarified language regarding how the UI-centered user stories should be written
* Solidified that all user stories relate back to the AGREE statements on the AADL models. Trimmed out any extraneous info related to other related modeling terms
* Completed F5 and F6 of the User Stories.

**2.5 Progress Review**

Initial versions of the fundamental functional requirements of the project were completed during this sprint. The project needs to iterate through an AADL file and use the data from the iteration in a UI that can generate custom AGREE assertions.

The work not yet completed during this sprint was work we planned to work on in the next sprint. These are storing prior AGREE assertions and packaging the plug-in.

**3. Sprint Retrospective Meeting -** 4/27/2021

**3.1 Top Highlights**

* Successful code review meeting
* Successful completion of project requirements
* Successful feedback from sponsor regarding completion of project

**3.2 Top Lowlights**

* Issues with Eclipse environment - other team members not being able to run github version of plugin and updated UI code
* Issues with user path not working on team members’ computers - caused the code to run improperly
* Issues with the UI scaling on different computer monitors - because of Java’s design, the UI can differ in size on other monitors

**3.3 Reflection on Improvements**

* We could work on better scheduling our meetings if this project were to continue.
* We could work on better communicating and distributing the more administrative tasks amongst group members.

**4.**

**4.1 Recommendations for Future Projects**

Based on our experience, planning is important. Make sure to pay attention to the tasks listed in sprint reports because we had a few instances where we needed to retroactively complete sprint report activities. Additionally, take care to stick to the schedule as listed in the project specification document. If you do not stick to this schedule, anticipate issues in documentation and project pacing. Overall, a capstone project is much different than any other final CSCI project because you have to keep a consistent schedule and pace throughout the process and cannot complete it a week or two out from the deadline.

**4.2 Project Size and Effort Estimates**

**4.2.1 Size Estimates**

|  |  |  |
| --- | --- | --- |
| **Metric** | **Estimate** | **Actual Size** |
| SLOC | 1500 Lines | 1890 Lines |
| Classes | 10 Classes | 6 Classes |
| Modules | 3 Modules | 3 Modules |
| Help Document | 15 Pages | 31 Pages |
| User Story Points | 50 points | 36 points |

Some values we were pretty close to like the CLOC, the Classes, and the Modules, but we were really off with our Help Document and our User Story Points. This likely comes from the lack of professional experience we have cumulatively. Since we knew the scope of the project from the start, we did not anticipate the Help Document would need to be that long, but it ended up being double our estimate.

As for User Story Points, this was the first time we had to distribute these points on our own, so we weren’t sure how many points we should assign to each task. The experience we’ve gained here will help us generate User Story Points in future projects.

**4.2.2 Effort Breakdown**

|  |  |
| --- | --- |
| **Project Area** | **% Effort** |
| Training | 5% |
| Requirements | 15% |
| Design | 20% |
| Coding | 30% |
| Testing | 20% |
| Mid-term and Final Reports | 10% |