**ITIN 4440**

**Sprint 2 Report Out**

**Report what user stories/features were included in this sprint - Scrum Master**

This sprint included the following features:

* The ability to make requests for specific animals
* Replication of the live site on the demo site
* An F.A.Q. section with an accordion layout and easy to edit info
* Notifications when an event is placed that are sent to Kip
* A length description for events
* The ability to limit how close to an event the client can schedule
* Automated calendar event creation after booking
* A reminder notification sent to the client one hour before the event
* An automatic email sent after a change to the reservation is made
* The ability to cancel appointments
* The ability to limit how close to an event a client can cancel or make changes to the reservation
* A required confirmation that the client agrees to the TOS
* Explicit instructions for the scheduler
* Access to Kip’s site for the next sprint (hopefully)

**Present the work completed this sprint - Developer**

All of the work on the development side included different developments within the Acuity scheduler. These include the following: allowing clients to request to have certain animals or request not to have certain animals on the schedule form, having a notification sent to Kip when a client submits a request, allowing clients to see the duration of specific events, putting a limit on how close to an event a client can schedule, verifying a booking and having it populate to an online calendar, giving the client a reminder of the event before the event, notifying a customer of a booking modification, allowing a client to cancel an appointment, and making sure that the client agrees to a ‘safe environment’ for the animal/s before continuing though the scheduler process.

**How did the team successfully meet the acceptance criteria? - Tester**

The user stories for this Sprint were met by test each of the measurable criteria that the Test team created to ensure the validity of the feature or information on the website. The Agile team as a whole made sure that the stories fulfilled that needs of the user by breaking down the feature, checking to make sure it was feasible and easy to use before passing it off to the testers for validation. Occasionally, the tester had to pass the story back to the team if it was deemed to not fit the created criteria, or to discuss how a certain task should be done with the group. This, however, only happened for a few stories, and otherwise the tester group was able to streamline sending tests to sign-off.

**What worked well in this sprint that we want to continue doing? - Scrum Master**

For sprint 2 we made changes to how we communicated over Slack. We changed from a general chat to a sprint specific general chat. The docsandinfo channel was added to better keep track of links, login info, and documents. The devtest channel was removed due to redundancy. The management team was more hands off in team specific channels unless mentioned, which aided in autonomy by reducing micromanaging. Starting meetings with the stand up was helpful in keeping us from having to stay after class. April collated all of Kip’s responses into a google doc, which helped the team keep track of all of them.

**What didn’t work well that we should stop doing? – Scrum Master**

We had a late start due to running out of time during sprint 1’s review, which meant pushing back the retrospective to the next session. This review/retrospective we should try to manage time a little better to avoid doing so again.

**What should we start doing or improve? – Rotate**

We should improve time management so that the testers don’t have to scramble to create all of the test cases before the next sprint. The scrum master and product owner will create a sprint 3 plan faster that the testers can have access to sooner. There was a user story this sprint that we did not have the means to complete, which was a failing in planning, as that should have been recognized beforehand. Going forward we’ll research user stories better before starting a sprint.

**Present information on how story/feature was tested. – Tester**

Stories for this sprint were tested based on some of the same acceptance criteria as the previous sprint. Based on the goals of each of the stories, the Test team provided measurable steps to check and confirm that the features were viable. Depending on the result, we communicated with the Dev/UIUX team to flesh out more of the feature or sent it to the Product Owner for approval. Once the conditions were considered correct for the criteria, we would send the story off for approval from the product owner.

**Updates on changes to the UI Design - UI/UX**

We changed the code on the faq page away from the old accordian style, this will give Kip the ability to edit the text, without having to use an outside source I.E. SQL database or various other means to store usernames and passwords to access this information. We were able to change the layout and/or the design of the page to represent the initial wireframe and began the process of cleaning up the navigation buttons. With acuity we were able to determine that editing the CSS wasn’t something we could do without having access to a higher plan. So, we added a checkbox to the information page, having them indicate that the information was correct before proceeding. Added a how-to on the scheduler page with faqs relating directly to the scheduler. Got rid of the TV button and added a social button with a drop-down relating to all their social platforms that they partake in.

**Next sprint stories/features - Scrum Master**

Sprint 3 will be focused on transferring the work we’ve done so far to hidden pages on Kip’s site. We will also finish customization of the email notifications sent to clients and Kip, to ensure that the formatting is professional and cohesive with Wildlife Encounters’ brand image. This will also involve hooking up Kip’s email and calendar accounts so that the messages are sent to him. If Kip approves the $25 a month subscription to Acuity, then the team will integrate the ability to double book approved time slots.

**Vision for next three sprints - Scrum Master**

Sprint 3 will include finalization of the email formatting for all automated emails. If Kip approves it, we will integrate double booking. It will also include transferring the work we’ve done so far onto hidden pages on Kip’s live site.

Sprint 4 will include integration of Paypal into the booking process. We will document how to edit the F.A.Q. and operate Acuity. Kip’s email and calendar will be hooked up, as well as the rest of his team’s if they are ready to do so.

Sprint 5 will be the sprint in which we push the scheduler live and onboard the Wildlife Encounters team. It will also be the sprint in which we redesign the website page by page to improve the user experience.