**ITIN 4440**

**Sprint 3 Report Out**

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

This sprint included the following features:

* Access to Kip’s site using the AgileUNO4440 gmail address
* Recreation of both the scheduler and F.A.Q. pages on Kip’s site
* A full backup of Kip’s site using 4 different methods
* Multiple event types to support the difference in pricing for different locations
* The ability to specify which days can have multiple bookings per time slot
* Documentation for operation and customization of the acuity scheduler
* An email template with a more cohesive brand image
* Access to premium features for Acuity.

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

Most of the work on the development side included different developments within the Acuity scheduler. These include the following: changing the event types to include different locations for birthday parties (with different prices), recreating the settings for Acuity using Kip’s account, and applying the premium account feature, allowing the scheduler to accept more than one booking at a time (when specified by Acuity admin user). Outside of Acuity, the team was also able to backup the site by duplicating all of the pages on Kip’s site, taking screenshots of all of the pages, and creating documents that include site content such as photos and text.

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

The team's work in this sprint partially consisted of remaking the prototype systems on the client's website. For these the criteria were simple: copy the existing prototype into WIP pages. This was accomplished by checking the prototype versus the in progress pages and ensuring no features were lost in translation. Next was improvements to the acuity side, formatting emails and adding more options for users. The improvements were done thoroughly and judged for completeness next to Kip’s requests. There were also miscellaneous tasks tested, such as the thorough backup mentioned and membership updating. All tests were passed with aplomb and promptly, allowing for a more restful break.

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

Having Kip be able to access the site to begin playing with the product before we publish it was a good idea. It allowed him to see how it would work and feel comfortable with it. He’ll be the main user on the business side, so turning him into the evangelist as well is essential. If he knows the product, he’ll also be able to help clients use it.

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

Communication was totally non-existent during spring break. It ended up hurting us at the end, because we rushed to push through the final stories before the demo. There were a couple of stories that made it through testing but didn’t meet the product owner’s requirements, which we didn’t figure out until late in the sprint.

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

We should have the trello boards for the future sprints created and populated with stories before that sprint happens, in order to improve team communication and transparency. We should also create sprint-out docs for the same reasons. It would be helpful to create mockups for Ui/Ux before they begin working in earnest, so that their work fits the product owner’s vision from the start.

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

The methodology of the previous sprints has been reused. Based on the goals of the stories, the testing team created and published measurable, iterative steps to confirm feature viability. 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. If there were still mistakes in the feature or the story, we worked with the PO or the developers to satisfy the acceptance criteria. 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**

A primary focus of this sprint was implementing the design and functionality originally prototyped on our test site on to the live Wildlife Encounters website. The FAQ page and scheduling page we're recreated on the live site, and the custom CSS was injected; allowing accordion list functionality for the dedicated FAQ page along with the miniature FAQ section featured on the scheduling page. The between-page hyperlinks were also updated to ensure that they properly redirected to the new, replicated pages on the live site. Along with the changes to the website, a new design template for the emails connected to scheduling was created to give them more branding associated with Wildlife Encounters.

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

Sprint 4 will include the following features:

* Paypal payment integration
* A private event type that Kip can use to schedule clients he has on the phone
* Change from 3 static time slots to a maximum of 3 time slots with padding in between
* Changes in padding around events in different areas to better reflect travel time
* Inclusion of Kip’s calendar that his team can access, so that they can see what the product will look like from their end
* More detailed instructions for changing hours for the three calendars so that Kip can do so easily

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

Sprint 5:

Sprint 5 will be a redesign of the site’s appearance, page by page. We’ll create mockups for each page to show to kip first, and won’t implement them without his approval. At the end we’ll push the scheduler live. We’ll also include a knowledge spike about address validation using existing plugins, webhooks, and api calls.

Sprint 6:

Sprint 6 will be focused on supporting Kip as he switches to the scheduler and online calendar. It will also be the sprint where we implement address validation if possible.