Activity Breakdown (primary activities, hours spent)

Each member of your team should contribute a short description (no longer than a paragraph) of his or her primary activities during this sprint, including an estimate of how many hours he or she worked. (Don't be afraid of reporting numbers that seem low. Your grade will not be affected by this number. We promise.) Each member should also assess whether these activities were a valuable use of time. If not, what could he or she have been doing instead?

Brandon:

Researching and implementing server and client code
Designed framework and structure for server and client code
Implemented basic communication (string transfers) as a basis for further extensibility between server and client
Reviewing and debugging code for file transfers with Zilong
About 20+ hours spent

Time was effectively spent in developing the basic framework for the client and server. We found many methods of file transfers between server and client and we also spent a significant proportion of time of debugging this portion of the code. This was unexpected and perhaps, we should have started working on file transfers earlier so that we had more time to fully test this functionality.

Louise:

Designing the models and GUI with Ruixin
Writing the skeletons for the models and controllers (that were eventually 99% modified by Ruixin)
Coding the GUI (FXML + View controllers)
Reviewing and testing Ruixin's code
About 20+ hours spent

I think the time was well spent. Ruixin was really helpful in catching bugs and design flaws that would have made my work much harder. I think I might want to modify some of the UI (changing the lists into a table) so some of my UI wrangling efforts might go to waste.

Ruixin:

Designed models for controller and database tables
Coded mvc models
Coded controller
Reviewed and tested Louise's code
Designed UI with Louise
About 20+ hours spent

It was more or less a good use of time, however, we should have planned the models a bit better initially so that we wouldn't have had to made some adjustments to the constructor functions, which were annoying to change.

Zilong:
Researching and implementing server and client code
Designed framework and structure for server and client code
Research and implemented socket programming and file transfers
Reviewing and debugging code for file transfers with Brandon
About 20+ hours spent

Time was efficiently used. The main problem we encountered was in implementing file transfers, which we overcome via pair programming. Connecting to ports was also troublesome because of existing firewalls in our computers. Fortunately, we managed to fix most of the problems and implement the basic functionality required for our file transfer system to work.

Productivity Analysis
Compare the plan for your sprint to what really happened. Did you do what you planned, or did you do something else? Did all of your chosen system backlog items get finished? What took more time than you expected? What took less time than you expected? Most importantly, how will you change the way you work in future sprints?

On the client/GUI side, we managed to get a lot of things set up although it took more time than expected. This was partially because we had to modify our models and information flow to reflect information that was actually needed by either the client or the server, and partially because of debugging. This more or less went according to plan. We also decided on the models for the client side MVC and the server side database. We managed to hook up the client backend to the client frontend, which went according to plan. The client and server only perform a very rudimentary connection which is mediated by a command line, which was less than what we planned.

We did not set up the database on the server or the associated server build system, which was less than what we planned. We created an instance of the database schema on MySQL and tested some basic queries. As we are trying to iron out some difficulties on the connection with server side, we did not submit the SQL queries and did not incorporate the database into this prototype for this sprint.

We performed no automated testing, which should be rectified in future sprints. Also, we had initially planned to use Trello for workflow management; however, did not update it much over the course of the sprint. Therefore, communication, task allocation and updates on issues should be improved upon.