SOEN 390 Sprint 2: The Ups and Downs

Introduction

Sprint 2 consisted of refactoring our documentations by implementing the feedback from our TA. To do so, we took notes during our demo and made sure to present those changes for the demo during sprint 2. We mainly refactored the software architecture document, the risk assessment and risk management plan, the product vision statement, the requirements and user stories backlog document. Moreover for sprint 2, we implemented more features such as the condo owner account, to create an account with login and dashboard (for rental users, employees and management), creating a dashboard with responsive front-end properties, to create and modify property information, and finally to upload files properties.

What went wrong

1 - Technical Programming Difficulties

As for technical programming difficulties, debugging appeared as a persistent issue throughout the development process. Unexpected failures and faults frequently occurred, disturbing the flow of our work and necessitating more work than expected. These difficulties necessitated rigorous attention to detail and a methodical approach to identifying and resolving underlying code inconsistencies. Furthermore, as our project progressed, we faced scalability issues that demanded reworking and optimizing our coding.

2 - Team Management

During Sprint 2, we lacked team management and communication skills despite talking about resolving this issue in sprint 1. Despite having provided each of our availability via a software that indicates the times when all team members are available, no weekly scrum meeting has yet been scheduled. Furthermore, meetings are generally scheduled at the last minute and later in the day, and it is not guaranteed that all members will attend. Constant communication is essential for keeping all team members up to date

on the current status of the system and closing knowledge gaps across technical objects. In addition, no team leader has been chosen as of yet.

3 - Comprehension of Requirements

Looking back on our app-building team effort, we recognized how important it was to completely understand the requirements from the start. We first struggled to grasp what our stakeholders desired, which caused some confusion about what we should focus on. However, once we began speaking more openly and consistently, and receiving feedback early on, things became a lot clearer. This allowed us to deliver a finished product that not only met but exceeded everyone's expectations. It only goes to demonstrate how crucial it is to fully understand what is required before jumping in. Moreover, if we had any ambiguity on certain requirements, we would reach out to the TA or to our team members.

4 - Time Management

Certain jobs required significantly more time than others, but it was hard to estimate how long each task would take, thus there wasn't a good distribution of workers among the tasks. To work on the software architecture paper, for instance, we should have assigned more people than we did at first, as it ended up requiring a lot more time and effort than we had originally thought. However, the teacher gave us an extension which meant it gave our team more time to complete our tasks and revise our work.

What went right

1 - Producing Software Artifacts

In accordance with the deliverables for Sprint 2, our team was able to produce the necessary software artifacts. We created a product vision statement that describes the objectives and specifications that our management system, Anacondo, is meant to meet. In addition, we finished the requirements and user story backlog for sprint 2, which will help us create a comprehensive management system that satisfies user needs.There were also other artifacts created, including the release and testing plans for sprint 2 as well as the risk assessment plan. These software artifacts will serve as recommendations for the duration of the development process and our sprints. They

will also provide an indicator of how accurate our product is when it is put into use. It is not necessary to make any specific improvements in the development of the artifacts.

2 - Team Management

Our group successfully distributed our deliverables among ourselves in an equitable and fair manner. We were able to collaborate and communicate as needed because of this. It is essential for excellent performance, greater productivity and efficiency, and high adaptability, team management is very crucial. To enable an even smoother sprint in the future and to schedule meetings, we could benefit from increased communication among members.

3 - Open Communication

Even though we weren't very accurate in predicting the completion dates of several requirements, our team remained open to communication the whole sprint. Anytime a member required help or clarification, they could send a message through our team messaging channel and anticipate receiving a response—whether useful or not—to their needs. This is a critical component of a large group project because it gives students the chance to boost their self-esteem and confidence, both of which are essential for effectiveness and performance.

4 - Coordination and Organisation

We were effective in setting deadlines for the deliverable because we were using the Agile methodology. We quickly realized that setting internal deadlines would be essential to finishing our sprint on time. Indeed, we discovered that certain deliveries were dependent upon others, necessitating prompt decision-making. In addition, our group did a fantastic job of assigning responsibilities and grouping the content. It appears that all of the data needed to do our duties was gathered and arranged in a single interface. Our efficiency was enhanced because there was no misunderstanding about where to get the necessary documentation for particular activities. These elements matched the organization and coordination of real-world projects, therefore they could not have been better.

5 - Conclusion

In summary, our process to create an app as a team is teaching us a lot and gives us many chances to improve. We are slowly overcoming several obstacles as a team, including time management difficulties and technological obstacles, and we became stronger and more resilient. We overcame challenges with cooperation, tenacity, and a common dedication to quality. We will definitely use the knowledge we gained for the upcoming sprints.