

SER516 Spring20 - Team 2 - Project 3

Abhinaw Sarang

Kunal Sharma

Surya Chatterjee

Sarvansh Prasher

Rohit Kumar Singh

Sprint Retrospective :

1. What went well in the Sprint?

- a. Sprint backlog and distribution of tasks were done in a proper manner keeping in mind about the individual's abilities and strengths.
- b. Testing components were equally distributed throughout the sprint which helped in attaining the final goal on time.
- c. Due to proper research work done prior to development, the sprint goals were met.
- d. Coding standards were followed to ensure better readability.
- e. Pair programming was helpful in accomplishing critical and complex tasks.

2. What went wrong in the Sprint?

- a. We had to improvise the project structure in order to accommodate new features and requirements.
- b. Planning could be better with keeping future requirements into consideration.

3. What should we do differently in the next sprint?

- a. More detailed discussion on requirements for the sprint.
- b. Exhaustive brainstorming to achieve a stable system architecture so that sprint delivery can be smooth and efficient.
- c. More communication for better teamwork.

Sprint Review:

Following are the updates on this Sprint delivery: -

1. Currently, we are delivering functionalities of the following shapes: -

- a. Circle
- b. Triangle
- c. Square

We added one additional shape- Rectangle in the previous sprint for which no functionalities are active. We will work on this shape in the next sprints.

2. Following functionalities are achieved with respect to this sprint requirements: -

- a. Single Dot in a circle.
- b. 3 dots at corners in a triangle.
- c. Bars on opposite sides of the square.
- d. Connections between two dots.
- e. The connection between bars in square.
- f. Connection of dot with bar.
- g. Change in lines of connection with shape movement in drawing- board.
- h. Save current drawing by clicking the save button.
- i. Load desired drawing by clicking the restore button.
- j. Clear the drawing board by clicking the clear button.
- k. Quit the application by clicking the quit button.
- l. Each dot has only one connection line.

3. We are facing the following issues in this sprint delivery: -
- a. An additional click on the drawing board is required to reflect loaded drawing.
 - b. An additional click on the drawing board is required to clear the drawing board.
 - c. If the Clear button is clicked, it clears the drawing board but one previously selected shape gets drawn on the drawing board.
4. While integrated testing following bugs was discovered: -
- a. Connections lines inside shape are possible.
 - b. While changing shape position in drawing-board(dragging), inconsistency occurs in case of multiple connections
 - c. If shapes overlap each other then, one will disappear.

BurnDownchart

