Sprint Review — Sprint 3

Introduction

This report summarizes the outcomes of Sprint 3, focusing on the achievements against our set goals, and identifies areas requiring further attention.

Sprint Goals

- **Result Storage and Retrieval (RDM):** configure the RDM so that it can store and retrieve the optimization results to analyze performance.
- **User Journey Diagram (UJ):** can be a visual representation of the totality of the customer experience for our project.
- **Entity Relationship Diagram (ER):** Visualize our database's design structure and how various types of data interact.
- **First Iteration GUI:** Initial GUI showcasing basic features with user-friendly design and intuitive navigation.
- **Case and Sequence Diagram (CS):** capture system interactions, detailed process flows, and ensuring seamless integration and functionality.

Achievements

1. **Coding Progress:** Completed configuration of RDM so that it can store and retrieve the optimization results to analyze performance. Progress in coding with structural improvements (UI improvements, making interface for models etc.).
2. **Diagrams:** Finished first iterations of the user journey diagram, Case and Sequence diagrams (which may be varied as the project progresses)
3. **Pivotal project overview analysis meetings:** We met and drew mind maps of the entire project structure, taking conceptual decisions that resulted in planned changes to the code.
4. **Task Assignments:** coding tasks were reconsidered to allow for more participation. This was done so that the tasks would be more equitable and inclusive. This was done over 2 separate meeting and still is a work-in-progress.
5. **Design Tool Integration**: Completed first iteration of UI sketches for main user journeys and replicated same in Figma.
6. **Documentation:** Better project documentation including diagram files, lectures and hand-ins in docs and guides in the readme.

Action Items for Next Sprint

- Focus on completing coding and prototype.

Scrum Board

| TO DO | IN PROGRESS 1 | DONE 9 ✓ | + |

˅ Everything else (10 issues)

+ Create issue

IN PROGRESS

Entity Relationship Diagram
RESULT DATA MANAGER (RDM)
☐ SCRUM-28   8 (K)

DONE

Meeting on Wednesday (10, April)
RESULT DATA MANAGER (RDM)
☐ SCRUM-37   ✓ 2

Meeting on Friday (12, April)
RESULT DATA MANAGER (RDM)
Meeting
☐ SCRUM-38   ✓ 2

First Iteration UI (Sketching Procedure)
RESULT DATA MANAGER (RDM) API
☑ SCRUM-34   ✓ 2

User Journey Diagram
RESULT DATA MANAGER (RDM)
Diagram
☐ SCRUM-26   ✓ 8 (SA)

RDM-1 Result Storage and Retrieval
RESULT DATA MANAGER (RDM)
DataStorage   HighPriority
Development
☐ SCRUM-9   ✓ 8

The user interface design with Figma
RESULT DATA MANAGER (RDM)
☐ SCRUM-36   ✓ 8

Case and Sequence Diagram
RESULT DATA MANAGER (RDM)
☐ SCRUM-35   ✓ 8

Generic CSV repo
RESULT DATA MANAGER (RDM)
☑ SCRUM-39   ✓ 4 (SA)

Making intreface for Models
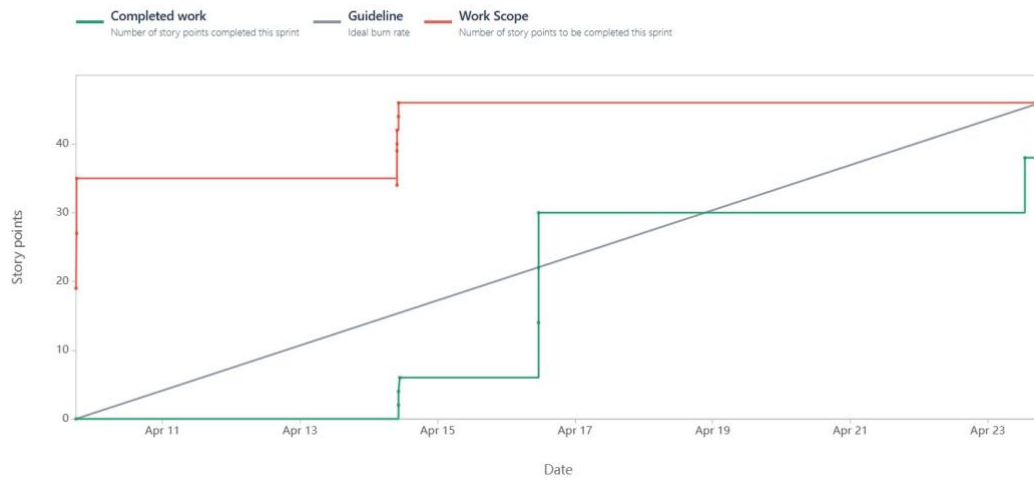**RESULT DATA MANAGER (RDM)**
☑ SCRUM-40   ✓

2

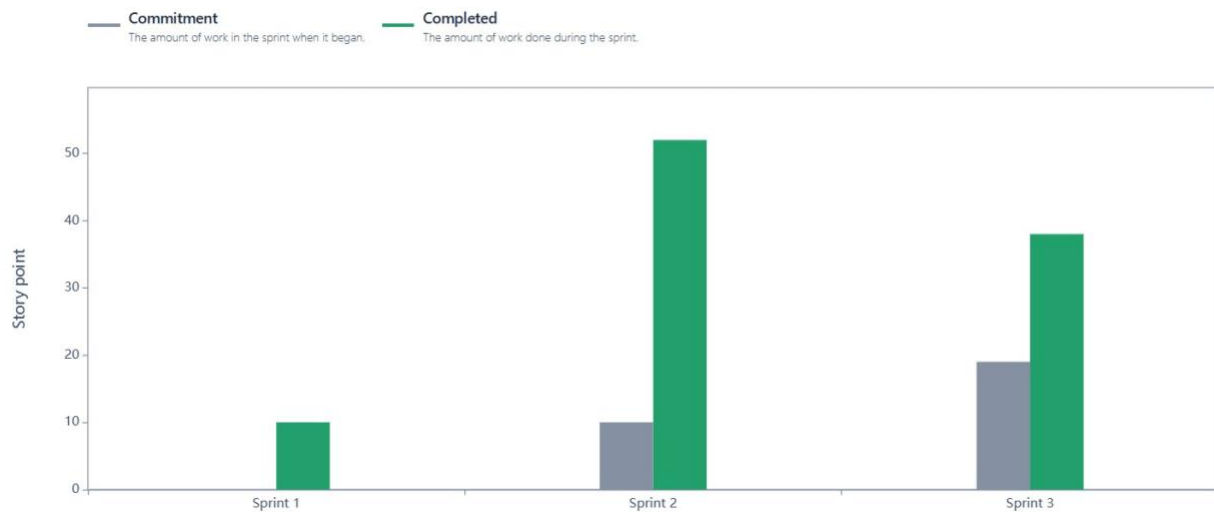# Burndown Chart

Date - April 9th, 2024 - April 23rd, 2024

Sprint goal - Continue with the development of Result Data Manager and initiate Optimizer.

Velocity Chart

Sprint Retrospective — Sprint 3

What Worked Well

- **Meetings:** Added Tuesday to our meeting day following advice from supervisor which led to immediate improvements in productivity.
- **Meetings:** We added an additional day.
- **Team Engagement:** Team engagement improved as we met more frequently.
- **Task Delegation: Task delegation improved as we distributed more coding and design tasks.**

Areas to Improve

- **Jira Usage:** Need better discipline in adding tasks to Jira.
- **Pull Request:** Current process is bad. We need to discuss it and the usage of feature branches for development. (And possibly stack workflow)
- **Team Engagement:** This is still work-in-progress.
- **Task Delegation:** Even though this improved, there is more room for improvement.

Future Considerations

- **documenting our efforts on Jira more meticulously.**
- **Code Explanation Meetings:** Engaging each other on a 1-on-one and team basis to learn about codebase.

Conclusion

Sprint 3 brought forth lots of improvements in the areas of engagement among others. We look forward to building on our gains in Sprint 4 while we focus mainly on finalizing our code.