Sluglet: Sprint 2 Review

Completion Date: Tues Nov. 7
Goal: To view and schedule classes loaded from the student's myUCSC account

Priority	User Story	Tasks	Story Points
6	As a user, I want to see a calendar with all of my classes scheduled so I can visualize when my classes are	☑ ~~Display a calendar on-screen with the current day highlighted [5]~~ ☑ ~~Display registered classes on selected calendar date (see sample project) [5]~~ ☑ ~~Display registered classes below calendar with course information for selected date [3]~~	13
3	As a user, I want my classes to be loaded automatically so I don't have to manually input them all	☑ ~~Create a user profile in firebase to store user's classes (see sample project) [10]~~ a. Implement firebase auth login b. Implement user info storage (firebase document set) c. Create Login/Signup UI ☐ Create and propagate home screen with user's classes [4] a. Implement retrieval of user specific info from firestore	14
4	As a user, I want to be able to add classes to my personal schedule.	☑ ~~Implementing functionality for the "add" button to add a course to your user profile [3]~~ a. warn about schedule conflicts?	3
	As a user, I want to search through all available UCSC classes.	☑ ~~Store web-scraped data in firebase [2]~~ ☑ ~~Implement a search function that finds all classes that match search criteria from a list of all classes [3]~~ ☑ ~~Implement the UI components for searching classes [2]~~	7

Continue

- Clearly dividing tasks into discrete units
    - Dividing tasks into more distinct and specific units let us complete more work than in Sprint 1, and reduced blockages
- Meeting with team members to have communal work sessions
    - Coming together allowed the team to work through problems as they arose and helped troubleshoot issues quickly and efficiently
- Making sure everyone had an initial task to work on
    - Having a clear direction at the outset of the sprint allowed us to start work immediately
- Using Planning Poker to better define tasks and story points
    - Planning Poker was extremely useful to help iron out task specificity and story point values.
    - It takes a good deal of time/overhead, so a significant timeslot should be scheduled for it
- Queue for standups at the Scrum meetings has increased efficiency
    - Downtime during Scrums dropped significantly, allowing us to finish our recaps well within the 15 minute timeframe
    - This allows us to briefly discuss other important matters and schedule other meetings with the remaining minutes.

Start Doing

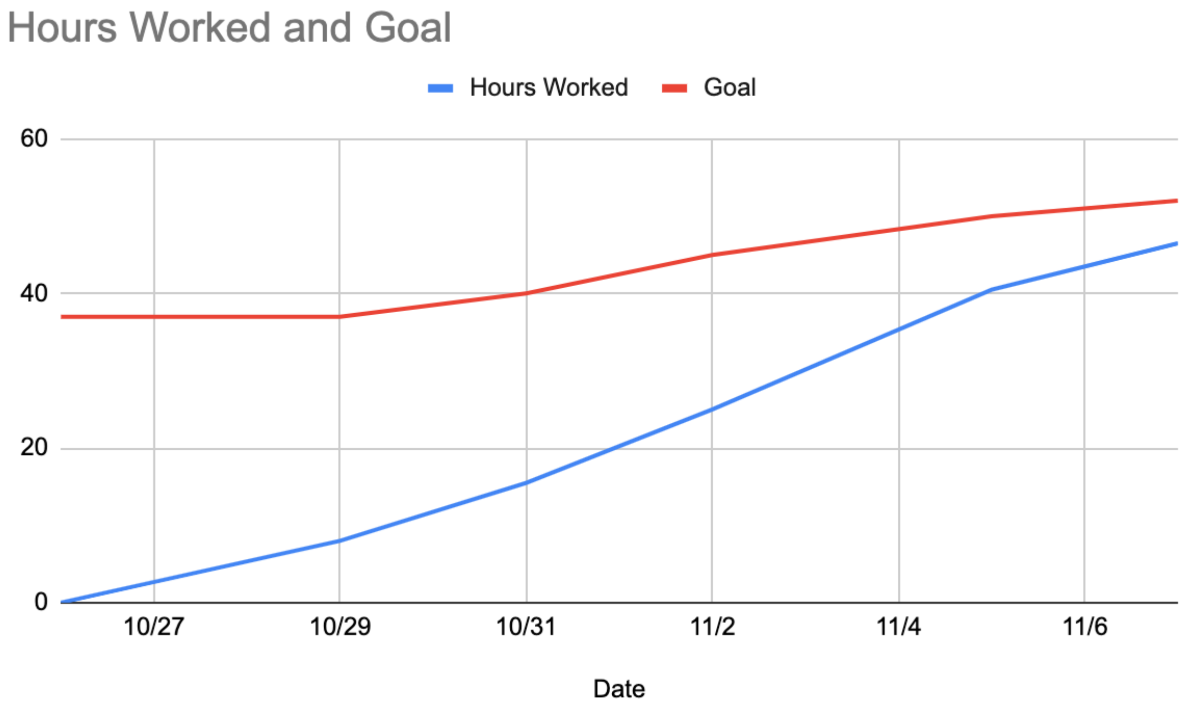
- 8 Work Hour minimum per team member per week (Logged in Asana)
    - To combat prioritization of other classes over CSE 115, we decided to implement minimum weekly work hours.
- Log hours more diligently in Asana and the Burnup Chart
    - Asana and the Burnup Chart have been underutilized so far, efforts should be made in Sprints 3 and 4 to incorporate them more into Scrums and mid-sprint meetings

    - All work hours and the days they were completed on should all be logged in Asana, to easily create the Burnup Chart and increase accountability
- Integrating individual work into main branch more regularly
    - Much of our work was completed in separate branches, and not enough time was budgeted in the Sprint to manage merging into main
- More rigorous definition of done for tasks *and* stories
    - We've created a stricter "Definition of Done" document that provides clear criteria for when a task is complete as well as when a user story is complete
    - Future Sprints will adhere to these specifications when evaluating tasks, rather than what "feels" done
- Pair Programming and more group programming sessions
    - Some of our most productive hours were completed in groups, pair programming and additional group work sessions could be a highly effective way to increase productivity and accountability

Stop Doing

- Assigning closely related tasks to different team members
    - Partway through the Sprint we needed to switch tasks due to an interdependency, dependent tasks should ideally always be assigned to the same team member.
    - If this is not possible, each team member must always have one discrete task that they can make progress on without waiting for another team member.
- Idling after completing sprint tasks
    - If all Sprint tasks are completed, that means more responsibility can be taken on. If tasks are finished early, there is an opportunity to take on more from the project backlog, or to assist teammates with their tasks.
- Missing Scrums/Important team meetings
    - Missing Scrums or full team meetings delays progress on important project tasks like documentation, planning poker, and task development.

Burn Up Chart


Hours Worked and Goal
Hours Worked
Goal
10/27
10/29
10/31
11/2
11/4
11/6
Date