

Sprint 2 Report

Spotifam
Spotifamers
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Actions to stop doing

- We need to stop committing code to the repo in one main file. Each React component should have its own page.
- At sprint planning meetings we haven't fully fleshed out what each task will entail which leads to adding more sub-tasks during the sprint.
- Waiting till the last minute to complete ticket items and tasks
 - This sprint was tricky with time management due to other classes taking up time for the midterm season. However, this is not a valid excuse for being last minute with tasks, so we will strive to be more diligent in our time management for sprint 3

Actions to start doing

- More Slack communication
 - Though communication through Slack has improved from sprint 1 to sprint 2 (mostly because the Slack workspace wasn't up for most of sprint 1), there could be a good bit more communication through it.
- More in person coding sessions
 - We did an in person coding session towards the end of this sprint, though not everyone was able to make it (due to various reasons). With midterm season behind us as we move on, we think it would be ideal to have at least 2 in person coding sessions per sprint (once a week) with most of the team's members present
- Set up personal deadlines for tickets mid sprint
 - We keep on waiting to complete/start ticket items till the end of the sprint. What would be helpful is to set up deadlines that force us to start earlier, in case of any delays or unforeseen spikes we would have time to handle them.

Actions to keep doing

- 3 meetings per week is still working very well

- We've continued our 3 meetings/week schedule, almost always after class. It has been effective in getting everyone together to see how each team member is doing with their roles, and to coordinate with helping each other with roles.
- QA Checks
 - After a task is considered "done" by the person who was assigned to that task, it is up to another member of the team to tell whether that task is actually done. This has worked extremely well in making sure that work done is quality work and that it works on other people's systems.

Work completed/not completed

Work Completed

- Queue UI drag and drop

Work Not Completed

- Mobile search endpoint functionality (QA Check)
- Mobile page hello world (QA Check)
- Make pause and play buttons toggle dynamically (QA Check)
- Create flask endpoint for mobile search (QA Check)
- Hello world react/router (QA Check)
- Setup <PlayerPage/> to use Spotify api on a timer loop to make sure state values are correct (QA Check)
- Design mobile page
- Create search bar UI
- Create search results UI
- Hookup search to search UI
- Owner check endpoint functionality
- Hookup control to queue in backend
- Generate room code function backend
- Hookup desktop player to flask server to cal room code create endpoint
- Hookup add song endpoint to queue

In summary, we have a good bit of work done, but we didn't get it past the QA Checkpoint. Thus, we cannot call it "Completed work" via Scrum methodology.

- Endpoints for search are complete. We came into an issue where we would be passing Spotify token IDs around between the mobile/desktop sites and the backend but we changed this to store all tokens on the backend so that mobile users don't have to sign into their own Spotify accounts to search for songs.
- The queue is completely finished. Once we set up the backend portion of storing songs it will be able to store actual values submitted by users. Search is going to be delayed until Sprint 3.
- Along with tickets some aesthetic work has been done on the frontend including the mobile “find a room” page and a logo.

Work completion rate

- User Stories Completed
 - 1 (+7 in QA Check)
- Total Number of Work Hours Completed
 - 20 hours
- Total Number of Days
 - 14 days (October 21th - November 3rd)
- Average User Stories/Day Across All Sprints So Far
 - 0.652 stories/day
- Average Ideal Work Hours/Day (Split Between Members)
 - 2 hours/day

Spotifam Post Sprint 2 Burnup Chart

