**Sprint Review:** GotoGro-MRM

**Team Details**

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| **Team Name:** | MSP 14 |
| **Tutorial:** | Tue 2:30 ATC325 |
| **Tutor:** | Dr Kaberi Naznin |

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**Stakeholder Feedback**

Demonstration to stakeholder was conducted. All items were able to be demonstrated, Table 1 summarises the feedback on the design at the end of Sprint 1.

**Table 1. Feedback**

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| **Item** | **Justification** |
| General UI | - The UI is not aesthetically appealing but is functional. Consider changing colour schemes and adjusting button positioning. |
| Inventory UI | - The clear button is too close to the input fields and feels like the natural button to click after completing entry. Consider moving this somewhere safer to avoid user frustration.  - Edit Qty button should be renamed to Edit Item (cosmetic fix).  - Delete button needs to have a popup which covers the screen to confirm whether the user wants to delete the record.  - Consider adding a “category” column to the item table, mainly for sorting and reporting purposes. |
| Member UI | - Remove credit card details from the member table as these are unnecessary.  - Add an email column instead.  - Add input checking to make sure emails are in valid format (something@somthing.som)  - Delete button needs to have a popup which covers the screen to confirm whether the user wants to delete the record. |
| POS UI | - Confirm sale button not working as intended. |

These items are minor fixes but have been added to the overall production document to make sure they are attended to in sprint 2.

**Progress Justification**

As demonstrated, all items were able to be demonstrated. According to the breakdown designed in an earlier task, the overall work for this sprint is shown in Figure 1:

Table

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Importantly, the total time was 43.2 hours. Due to the extensive planning time, these estimates were fairly accurate with the general trend being a slightly overbudgeted time. The overall hours reported from the team for Sprint 1 came in at 40.4 hours of work, within 3 hours of the predicted time.

That said, the time for each item was not perfectly estimated. In general, the SQL and database components were completed faster than the budgeted time. As where the input fields of the UI design for each page. Contrastingly, the time spent on actually coding the confirm buttons to work including error checking and passing information to the database was underestimated.

The reason for this was mainly due to the fact that the code was expected to be written into the input field objects themselves, but since all of the code was run on the confirm button, this ended up being where the bulk of the time was spent. In future the team needs to be more aware of exactly which items involve coding and have the times adjusted accordingly as coding takes up the bulk of the time in any given task.

**Organisational Feedback**

On the whole the itemisation of each task was specific and atomic enough that the group had a clear idea of what they needed to do to tick that item off. Where an item included UI design, the team had already agreed on some rough outlines which were good enough to start work without wasting time considering design elements.

On the topic of design, at a code level the system seems very robust with easy to access and maintain tables in the database. From a design perspective there is obvious room for improvement, but this has been scheduled for the end of sprint 2. Ultimately, the functionality is top priority over the aesthetics.