COMP3900 Computer Science Project

Retrospective A

Group: 3900-W14B-Three Days to See

E-Commerce Recommender System - Gazzar

[Scrum Master]			
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27/03/2022

What went well:

The whole frontend pages are built on React framework, using JavaScript language.

For admin frontend layer: The authorization pages for admin and the admins management display page (including admin account register and admins details loading) have been done. All the pages are well-designed and easy to use. Moreover, we used local storage for admin login status stored. Admins management list could automatic update as well. Additionally, the games and peripherals management pages (including games adding and editing) have been done.

For user frontend layer: It completes the user's registration, login, logout, and user's personal information management (modifying nickname, resetting password, forgetting password, payment information management).

For admin backend layer: We used the Python basic data structure such as flask and we also used the flask-sqlalchemy to access the database. We have finished all the basic functions for the admins such as register, login and logout.

For user backend layer: Build the interface with the corresponding function of the frontend. In addition, while completing the basic functions, we build the relational database for the system, and allow the backend to interact with the database

What did not go well:

For the frontend, the UI/UX should be discussed and improved if necessary. For admin layers, we need a photo cut function for images uploading to make sure each image has the same size for adding games and peripherals pages. For the customer layers, there are fewer interactive details in the user profile, and it is planned to increase and change the user's nickname. On the other hand, the prompts for error messages are not perfect, and further error details need to be displayed to guide users to operate.

For the backend, we need to add the user avatar to make sure users can upload their image. Additionally, we can improve the recommendations of products. For each comment, we need to show the nickname of users. In the database, we need to add more details and add more data to the product and need to build the cloud deployment for the database to improve our efficiency for the future work. We can also design the poster for the activity of the website, such as the surprise store, draw the lottery.

what the team should try over the next sprint:

1. (Jiajun & Yuhan) Improve the product evaluation system and add details according to the professor's suggestion.
2. (Xingyu) Improve the general error situation and successfully display it on the front end to improve the user experience.
3. (Xingyu) Improve the photo Uploading function, realize photo cut before uploading.
4. (Haofu & Xingyu) Attempt to deploy in the cloud to facilitate collaborative development and improve work efficiency within the group.
5. (Anbang) Continue to improve database data relationships and types in the development process.
6. (All member) Add qualified game and peripherals data into the database.
7. (Yuhan) Establish and improve API documentation to make the front-end and back-end work in the group more coordinated, and format the frontend documents with clear comments.
8. (Anbang) Improve the functions of the profile so that users can personalize their details.
9. (Jiajun & Anbang & Yuhan) Try to implement the features including cart, payment, product details and surprise store etc.
10. (Haofu & Xingyu) Try to implement the features including adding product, editing product, deleting product, showing all products and orders, searching and filtering the products and orders and photo uploading

Meeting Record:

Date and time: March 16th 19:00 -21:30 (Sydney Time).

Presented: All team members present at the Retrospective A meeting.