COMP3900 Computer Science Project

Retrospective B

Group: 3900-W14B-Three Days to See

E-Commerce Recommender System - Gazzar

[Scrum Master]

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[Group Members]

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What went well:

We completed most of the website functions in sprint 2, and the user side mainly focused on improving product display and shopping cart operations. For the customer, they can add payment options, pay by different methods, and they can also browse search and filter the products on the Gazzar website. Besides, the user will be able to operate the cart, including view/add/delete item etc . Last but not least, for the novel function, users can buy products that are recommended according to their preference at an additional discount in the "Surprising Store Page". These lay the groundwork for order and lottery related functions in sprint 3.

On the other hand, the Admin side mainly focuses on products (game & peripherals) and order management in sprint 2, including add/edit/delete product and replenishment. Moreover, we also can manage the orders and products by searching and filtering. So far, most of the functions of the Admin have been done, and all the pages are well-designed and easy to use.

Improvement from RetroA

In terms of code improvement, we completed the planned development tasks on time, and for the purpose of improving the user interaction experience, we iterate on related functions. For the Admin, we have further improved the search and filtering of the order, game and peripherals, and added the function of image cropping to the scene where images are imported for new products. For the customer, we have enriched the interaction of user profiles, and now users can change their nicknames. In addition, the front-end interface also adds corresponding prompts for users for different error situations.

In terms of team cooperation, we successively tried to deploy the front and back ends to cloud servers such as Ali Cloud and herokuapp, and tried our best to solve the problem of slow data transmission. At present, qualified data is added to the cloud, unifying the pace of joint debugging of front-end and back-end interfaces. At the same time, the back-end developers deploy the code merged into the master to herokuapp at regular intervals, which greatly improves the efficiency of team cooperation with the API documentation.

What needs to be improved

At the current stage when the product functions are established and the back-end code tends to be perfected, we found that there is not much improvement required at the code and function level after discussion. On the basis of the existing development progress, we hope to optimize the front-end interactive experience as much as possible, which is divided into two parts: one, try to optimize the response speed of the website within a limited time; Second, add appropriate interactions to innovative functions such as lucky draws and surprise stores. For example, with the help of the popular "mystery boxes" concept, add hovers to the 8 recommended discounted products in the surprise store to increase their mysterious attributes and surprise effects.

In terms of teamwork, our team members have known each other for many years, and we also completed large and small group assignments together before learning COMP3900. After the corresponding adjustment of RetroA, our members believe that our team may have reached a relatively ideal level of running-in in this project.

But we still have room to improve. At the time of deployment, the efficiency of our team's cooperation has yet to be improved. We have encountered situations where minor bugs are frequently modified and the front-end needs to be deployed repeatedly, which actually imposes a certain workload burden on the students who deploy the back-end. At the same time, the situation of modifying the back-end code but not communicating in time has also occurred in this sprint. Insufficient git operation and slightly negligent communication are also areas that we need to improve. Due to time and learning cost considerations, we cannot achieve automatic deployment at the current stage, but we will adjust our deployment progress to achieve a workflow that balances front-end and back-end development.

what the team should try over the next sprint:

1. (Haofu & Xingyu) Development on data analysing for Admin Overview.
2. (Yuhan) Interactive-level iteration on the surprise store page.
3. (Haofu & Xingyu) Continue to try to optimize the data response speed of the website.
4. (Anbang) Continue to enrich website image materials.
5. (Yuhan & Anbang & Jiajun) Continue the development of order and lottery related functions for customer.
6. (All members) Strive to avoid development problems caused by improper git operations.

Meeting Record:

Data and time: 10:00- 12:00 (Sydney Time) 10/04/2022,
All members attend the meeting