School of Sustainability - Smart Knowledge Navigation and Discovery Platform – Sprint 4 Retrospective

General Description

Sprint 4 was much broader in scope than the previous sprints. There was significant development in a variety of areas, the major ones being implementation of the knowledge network being linked by author overlap, implementation of a dynamic “found word” legend, and standardizing the look and feel of the application as a whole. Navigation bars, which direct the user to Profile and search History pages were implemented on each page. Work on advanced search functionality, such as searching for articles between specific dates was made, although these features are not currently ready as of the sprint termination. Lastly, there were improvements to the look and feel of the user interface, and some prototypes for new UI functionality were developed and are ready for implementation. While the overall sprint velocity was lower, the team still made significant improvements to the project as a whole, and is set up for a more successful sprint 5.

Project Backlog Items Committed

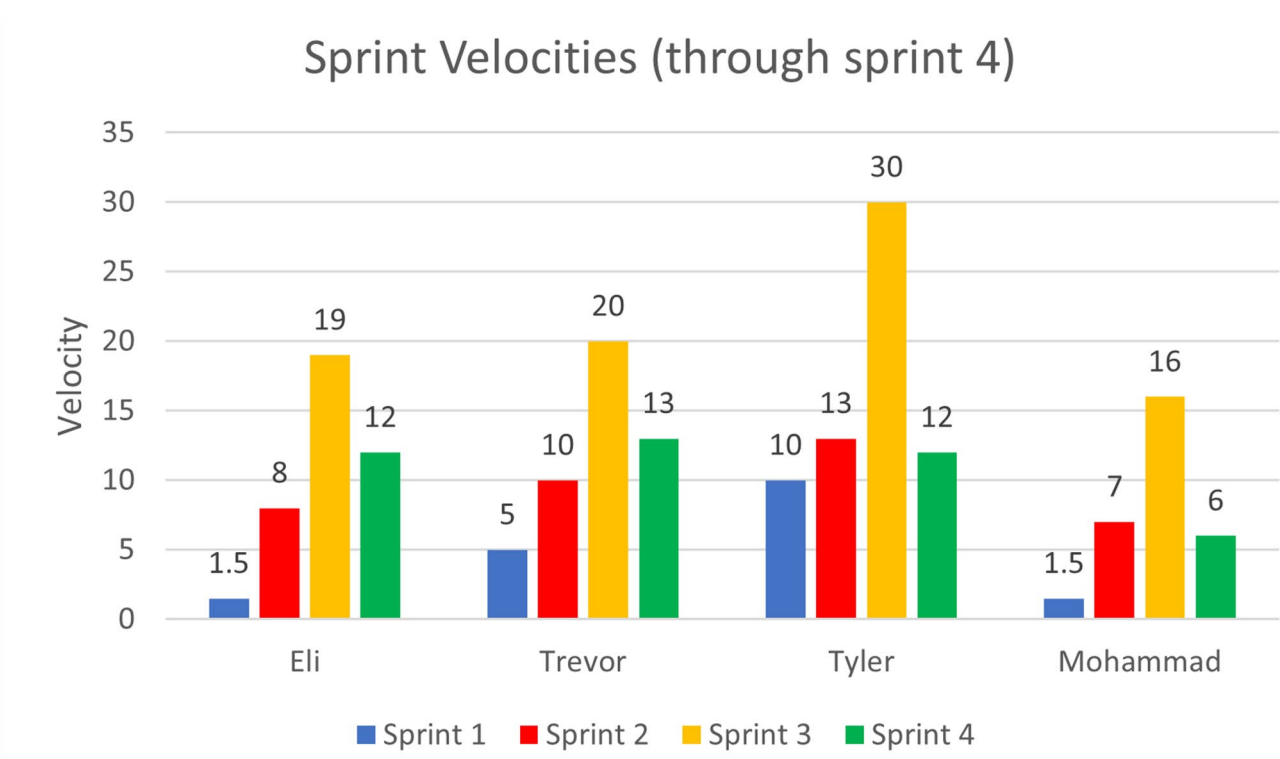
Task	Team Member	Accept Criteria	Expected Effort	Status
Filter nodes by Author/Category	Mohammad Alremahi	Successfully filters nodes by user choice (author or category)	Primary task; full effort needed	In Progress

Group nodes by their respective category (in colors)	Tyler Johnson	Nodes are grouped by color according to article category	Primary Task; full effort needed	In progress
Generate legend based on the “found words” of article	Tyler Johnson	Legend is generated, which contains all words that the articles were found by	Primary task; full effort needed	CLOSED
Create utility function “findMatches()” to find matches between two lists	Trevor Standage	Utility function successfully finds and generates matches of authors between two articles	Primary task	CLOSED
Edit assignLinks function to utilize findMatches()	Trevor Standage	“assignLinks()” implements “findMatches()” and works as expected	Secondary task	CLOSED
Map return value from “findMatches()” according to linked articles	Trevor Standage	“findMatches()” returned value contains the appropriate data for utilization in “assignLinks”	Primary task	CLOSED
Assign the link weights according to results	Trevor Standage	Weights are properly assigned to the graph’s links	Secondary task	CLOSED
Author Search	Mohammad Alremahi	User can search for authors, and have matching articles displayed	Secondary Task	New; in progress
Word filtering	Mohammad Alremahi	Advanced word searching functions as expected	Secondary Task	New; in progress
Date Filter	Mohammad Alremahi	User can search for articles based on date, and	Secondary Task	New; in progress

		have results displayed		
Click and drag functionality	Eli Alvarado	Screen moves accordingly when the user clicks and drags on the background	Secondary task	In progress
Create legend drop down menu	Eli Alvarado	Dropdown menu displays appropriate information	Secondary task	In progress
Prototype the legend for graph	Eli Alvarado	Prototype conveys the correct design direction for the graph's legend	Primary task	CLOSED
Add navbar to all pages	Eli Alvarado	Navigation bars, which are uniform in design, are added and displayed on all pages	Primary task	CLOSED
Change "Knowledge Domain" node	Tyler Johnson	"Knowledge Domain" node expands on click and displays button to navigate back to search results; no longer redirects to random graph	Secondary task	CLOSED

Sprint Velocity

Total Sprint 4 Velocity as a team: 43



Outliers

There were no significant outliers for this sprint, save for the inevitable end of the semester cramming. Because this sprint was so broad in scope, and because each team member had more work than usual outside of the project, our overall sprint velocity decreased. No one was particularly low, but as a team, we contributed less. Tyler in particular took a step back during this sprint to focus on obligations outside of the project but is ready to tackle some complex tasks next sprint. As well, Mohammad had some family issues arise which detracted from his ability to focus on the project, though he's also eager to get back in the fray.

Product Owner Feedback

The functionalities that we demonstrated to the product owner were less than in previous sprints, as we can see from the above sprint velocity decrease. However, the product owner

was still pleased to see that steady progress had been made, and specifically in areas that had been discussed in the weekly meeting prior to the conclusion of the sprint.

The feedback we received was mostly positive, although there were some issues that the product owner wanted addressed that had not been yet. These issues need to be a priority for the next sprint, so that the team can move on to fixing and implementing newer features. We did receive new wish list items from the product owner, which we need to discuss as a team to figure out what is feasible to complete and focus on, and what should be backlogged for later.

The Github “Issues” tab continues to be a central part of the development pipeline, and our team continues to update and respond to issues raised by the product owner and each other.

As a team, we plan to use the feedback we received from the product owner to sharpen our focus for sprint 5, and to pick a specific design direction to pursue so that significant progress is made in a more major area in contrast to the broad advancements we made through sprint 4.

Team Process Improvements

Our team has come a long way from sprint 1, and we are communicating challenges that we may be facing, whether personally or in the development process, which allows us to keep ourselves on track and making steady progress. We continue to utilize Discord to its maximum potential, and this has been an immense help generating discussions, solving problems, and generally staying up to date with each other.