betcha!

Team 19 - Sprint #1 Retrospective:
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What went well?

- User stories 19 and 20 both went well as there is now a very effective User Interface for the bet feeds. This gives us a very easy skeleton to build the rest of the front end on top of. A good foundation is exactly what was desired as the outcome for the first sprint.
- The deployment of the server to the AWS host also went well as it went online almost seamlessly and connection from the Android Client worked perfectly.

What did not go well?

There were three primary issues in the first sprint. First, the lack of communication structure between the team and its consequences. Second, the large amount used to learn new technologies. And third, the discovery that the Venmo API was closed for new developers. These problems are detailed here:

- To the first point, over the course of the sprint, there were not enough team meetings and information did not flow freely amongst the entire team. Both of these factors combined to create a large amount of confusion on the interaction and standards held in the integration of the Flask Server and Android Client. This was eventually straightened out but slowed development as almost all the tasks require integration between the server and client. Additionally, there was too much time wasted on refactoring due to lack of communication on the format of the data passed.

- To the second point, while the Frontend team had Android development experience, there was still some novelty to the use of the latest Android architecture components. This created a need for learning before real development could be done in a nature consistent within the team. The Backend team also had some experience with Python but needed to become familiar with the Flask framework as well as some of the intricacies of deploying the server to Amazon Web Service. This again caused some slowdown at the beginning of the sprint as all members had to get up to speed.

- Finally, the largest bump in the development process was the discovery of the Venmo API being closed to new developers. This caused an enormous amount of reworking as the API was going to be used for user stories 1,2,3,28,29. However, the team was able to problem solve and find an alternative solution while maintaining much of the structure to be provided by the Venmo API.

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Instead of using Venmo Oauth to validate users, Google Oauth was used and instead of the Venmo payment API being implemented, a simple point system is to be used with payment functionality to come. Unfortunately, user stories 28 and 29 were left uncompleted because of this adversity and may or may not be included in the next sprint as they be handled by Google as a third party.

How should you improve?

Thankfully, of the three things that did not go very well, only two still need improvement as the team members now have a much better grasp on the technologies. But there are still ways in which the team needs to improve:

- Communication. With the lack of communication in the first sprint came a lot of difficulties and wasted time. Because of this, in the next sprint there will be regularly occurring standups instead of standups scheduled in a haphazard manner. Additionally, the team lead will check up with the team members on a regular basis to verify work is going in a coordinated and structured manner.

- Improving Git Flow. As a whole, the use of git for coordination was good but not consistent enough. The flow of creation, commits, pushes, and pull requests were not fast enough and caused blocks for some developers. Moving forward, a chat bot connected to github will speed up the notification of developers to interact with github.