

What went well?

- By far the greatest victory of this final sprint was the implementation of payments systems. For User Story #39, Stripe was used to allow for users to put money into their Betcha account. The system works incredibly well with the test cards provided by Stripe. For User Story #40, Stripe was again used to allow for payouts. This was completed successfully with full functionality. Finally, and the greatest of them all, User Story #41 was implemented with Ethereum to allow for the keeping of transactions on Blockchain. The Blockchain allows for an incredible amount of safety for users and a great method to track transactions as well.
- User Stories #35, #36, and #37 all went very well. Each of them had to do with the implementation of notifications for certain events. The notifications built for the events were all excellent and the notifications tab allowed for permanent viewing of the push notifications. This allowed for a much greater social aspect in the application.

What did not go well?

The most difficult aspect of this sprint was the sheer number of user stories planned for the sprint. There were a lot of features that the team wanted to implement to provide the experience envisioned from the beginning of the project. The largest of these being payments and notifications. But as mentioned previously, those user stories actually went very well, conversely it was the lack of time for the other user stories that made provided room for problems.

- For User Story #13 (Confirming the Cancellation of a bet), it was deemed that this User Story was unnecessary as the combination of the locked and completed fields in the database for each bet were enough safety to prevent wrongful cancellation of bets. As such, this user story was left uncompleted.
- For User Story #21 (Viewing User Betting Records), there was a problem in the record not always rendering on the user's profile. It was later discovered that the devices were not large enough for the application to render the record on and so no record was being rendered, but this is still causing problems on small devices.

Team 19 - Sprint #3 Retrospective:

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How should you improve?

In the future the team would still like to see more improvement in unit testing and in meeting frequency.

- **Testing.** Testing in this sprint was much better than the previous sprints. Test cases were devised for all user stories and unit tests were built for some. The problem with this is simply that testing takes a long time as testing is done manually using test cases. In the future, it would be best if more unit tests were created to allow for automatic regression testing.
- **Meeting Frequency.** The amount of meetings prior to the final week of the sprint did not reach the frequency desired. It simply caused problems with communication and work distribution as members were not communicating as much as they should have been. In the future, it would be best if group coding were held at least once a week to allow for better integration between members and the features they implement.