

CS5500: Sprint 3 Meeting

Team 11

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Sprint 3 Commitments

1. Messages will have a timestamp.
2. Messages will persist in the database.
3. When a User logs in, they will see a list of all messages that were sent to them.
4. A User will have the ability to search for another user and add that user as a friend.
5. Users will be able to form groups. If a User forms a group, that User is automatically the moderator of that Group.
6. Users will be able to join Groups that already exist.
7. If a User is a member of a Group and sends a message to that Group, then all Users who are members of that Group, and no Users who are not members of that Group, will receive the message.

Cleared Quality Gates

- <https://www.5500sonar-2.khourycloud.com/dashboard?id=team-11-SP20>

Demo - Persistence of messages/message timestamps

Demo - Requesting to add user as a friend

Demo - Join a group and send a message

Our Approach

- Sprint planning: Created a sprint backlog
 - <https://github.ccs.neu.edu/cs5500-fse/team-11-SP20/projects/1>
- Sprint grooming - voting on story points/dividing up work
- Sprint begins
 - Sprint - with stand ups, meetings
 - Testing, Code reviews
- Sprint Retrospective
- Next Sprint Planning

Additional work

- Several UI updates
- Creation a test configuration so that tests are run with a temporary, in-memory database

Sprint 3 Retrospective

<https://retroti.me/r/soapIM3/>

Direction for Sprint 4

Performance/maintenance

- Migrate database to Mass Open Cloud to improve performance
- Standardize logging

UI

- Separate message windows for person-to-person vs group messages
- See friends/add friends/approve friends from UI

Direction for Sprint 4

Groups

- User can invite another user to a group
- Moderator can disband a group
- Searching for a group

Direction for Sprint 4

User

- User shall be able to see who is connected
- User can see a list of their friends

Messages

- Messages can include images