
CS 192 AY 2015-2016 Lessons Learned Report

Prepared by: Matthew Lopez

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Project Name: Watudu

Client: Annette Lagman

Sprint Number: 4

1. What were the main lessons your team learned in this sprint?

- > Learn to estimate the difficulty of a certain feature better
- > Learn to study the front end part, especially Javascript and Semantic UI
- > Learned how to inject Semantic UI into rails code
- > Learned how to make a Search functionality

2. Describe one example of what went right in this sprint.

- > Almost all functionalities are there, prototype exists
- > Semantic UI responds nicely with the app
- > Most of the user stories are done, since most are extensions from previous sprints

3. Describe one example of what went wrong in this sprint.

- > Some segments of Semantic UI do not jive well into the rails code
- > Implementation of tags were not achieved

4. What will you do differently on the next sprint based on your experience working on this current sprint?

- > Strive to finish on time, study even more code, integrate all technologies fast

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