Seng 300 Project Iteration two

Project name:

Development of Paper Submission System for a Journal.

Project Members:

Huahui Mo,

Zicheng Huang,

Qingyue Zhu,

Yifei Chen,

Michael Lowenstein

Product backlog:

- As an administrator, I want to log into the system, so that I can receive the submissions from the different authors
- As an administrator, I want to manage the reviewers, so that I can accept or not accept the sign-up admission(from the reviewer).
- As an administrator, I want to view all the submitted journals, so that I can assign these journals to the different reviewers.
- As an administrator, I want to finalize the journals, so that I can approve or not approve the feedback from the reviewers on the journals.
- As an administrator, I want to manipulate the journals, so that I can assign the deadline to the journal.
- As an author, I want to submit my journals, so that reviewers and administrators can view my journal.
- As an author, I want to get notifications for different feedback, so that I can re-submit the journals if needed.
- As an author, I want to mention any conflict of interest, so that I can let the administrator assign an appropriate reviewer.
- As a reviewer, I want to review all the assigned journals, so that I can give feedback for the journal.
- As a reviewer, I want to assess the journal, so that I can put major opinions, minor opinions on the journals.

Sprint planning meeting:

Time: 2019-03-04 15:00 - 16:00

TimeBoxed: 1 hour

Location: CPSC Lab

Attended group members: Huahui Mo, Zicheng Huang, Qingyue Zhu, Yifei Chen, Michael Lowenstein

Team's Goals for this Sprint:
- "Continue to improve the system and procedures"
- "Complete half of the functions of the project"
- "Make sure the system works fine"

Sprint backlog:

- As an administrator, I want to manipulate the journals, so that I can assign the deadline to the journal. (Zicheng Huang)
- As an author, I want to mention any conflict of interest, so that I can let the administrator assign an appropriate reviewer. (Huahui Mo)
- As a reviewer, I want to review all the assigned journals, so that I can give feedback for the journal. (Qingyue Zhu)

- As a reviewer, I want to assess the journal, so that I can put major opinions, minor opinions on the journals. (Qingyue Zhu, Yifei Chen)

Daily scrum meeting:
Time: 15:30 - 16:30 2019-03-05

TimeBoxed: 15 min

Communication Tool: Wechat (group chat speaking) and Slack

Attended group members: Huahui Mo, Zicheng Huang, Qingyue Zhu, Yifei Chen, Michael Lowenstein

Result:
- How to assign the appropriate reviewer to the author
- How to let reviewer put major opinions and minor opinions for each uploaded journal
- How to let the author know whether the feedback is sent back or not
- Updated the sprint backlog for each group member

Time: 15:00 - 16:00 2019-03-08

TimeBoxed: 15 min

Communication Tool: Wechat (group chat speaking) and Slack

Attended group members: Huahui Mo, Zicheng Huang, Qingyue Zhu, Yifei Chen, Michael Lowenstein

Result:
- For the administor, how to assign the deadline to the journals
- For the author, how to save the information of conflict of interest
- For the reviewer, how to save the feedback for journal.

Sprint review meeting:
Time: 2019-03-15 16:00

TimeBoxed: 1.5 hour

Location: CPSC Lab

Attended group members: Huahui Mo, Zicheng Huang, Qingyue Zhu, Yifei Chen, Michael Lowenstein

Result:

- Reviewed the functionalities of the program
- Merge all the code from different group members

Retrospective meeting:

Time: 2019-03-17 15:00-15:30

TimeBoxed: 0.5 hour

Location: CPSC Lab

Attended group members: Huahui Mo, Zicheng Huang, Qingyue Zhu, Yifei Chen, Michael Lowenstein

Result:

Things to keep doing:
- Conducting team meeting as frequently as possible
- Asking for help from other team members immediately when one has trouble
- Conducting test runs after the team finishes writing code
- Starting early, so that we have enough time to deal with unexpected events
- Allocate similar amount of works to each group members

Things to stop doing:
- Lack of detailed discussion among group members. Sometime a member thinks another member is doing a certain but that member is actually not doing that part. Then the group will be surprised that they don't finish everything at the very last minute

New things to try:
- Adding background images to GUI to make it more beautiful
- Adding sound effects when the user pushes buttons on GUI
- Putting every part together into one big program
- Adding some connections among each actors' functionalities
- Avoiding many unnecessary windows appearing