

Review and Retro: ID2; Planning: ID3

Date: Feb 12, 2024 1:30 p.m.

In attendance:

- Matthew Buglass
- Quinn Brown
- Aesha Patel
- Tony Nguyen
- Zander Rommelaere
- Jesse Haug
- Mitchell Wagner
- Trang Nguyen
- Joe Mbonayo

With regrets:

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Review:

Purpose: The purpose of the iteration review is to review the outcome of the closing iteration by showing working stories to get feedback on progress toward the product goal.

Team Goal Review (5mins):

- Main goal to build components required for core functionality
 - Completed

Demos (5mins):

- <https://oculus-3d-render.web.app/>

Incompleted Cards (2mins):

- Es Linting rules in CI
 - Big dagger because would have found an issue we had on deployment (see post-mortem)
- Nicer build artifacts
 - That fine, it was more of a stylistic thing

Retrospective:

Purpose: The iteration retrospective is used by Agile teams to reflect on the iteration

just completed and to derive new ideas to improve the team's process.

Introduction (5mins):

- Done

Team member thoughts (10mins):

On the Jam board

Review thoughts (10mins):

- Lots of pairing on issues and work
- We introduced some helpful good documentation this time around
- We cut ID2 early enough to find an issue and recut the ID2.0.1 release
- Case-agnostic filesystems are annoying
- Consider creating a risk suggestion/shared risk document to allow for easier contributions
- Need a communal knowledge sharing section to get everyone on board
 - Maybe discord forum channels
- Need documentation on patching procedures
 - Matthew Buglass will create documentation with Build Masters
- A lot of dev work went up Thursday afternoon. That's not enough time to do good enough code review
 - Code review took a long time due to unit testing failures and Jest/Drei
- Our builds didn't catch a file mismatch issue
 - Npm build didn't find remotely
- Production deployment didn't go as expected (still had to manually deploy)
- Vite hates log4js
 - Might have to move to a different logging framework?
 - Vite removes a lot of stuff, including our log4js config.
- Need more communication on who is doing what
 - If tasks change hands, update your team
- Will index DB be fast enough
 - Up to 40sec for average dataset size
 - Might hit DB query limit for Firebase DB
 - Local browser storage is limited to 5mb (ish)
- Meta Quest browser documentation is awful
- Can we simulate VR actions with Jest?
 - Don't think so
 - VR testing is not well supported

Master build process failure post mortem

- After cutting our release Sunday night Zander found that our prod site didn't update
- Trang, Zander, and Matt paired on the issue
- Lookin further into it, we had both a `components` and `Components` directory committed with components being committed disparately, but all components being referenced as being in `components`
- This was the offending PR
<https://github.com/UniversityOfSaskatchewanCMPT371/term-project-2024-team-2/pull/111>
- This was the PR that fixed the issue
<https://github.com/UniversityOfSaskatchewanCMPT371/term-project-2024-team-2/pull/134>
- The issue was non-obvious locally because file systems on several machines with different OSs, and various IDEs, showed all components in either the `components` and `Components` directories. This is likely due to file system caching issues. We also saw blog posts pertaining to MacOS filesystem being case insensitive.
- Additionally, because firebase must not redirect their load balancer until the new app passes the health check, our preview site also failed to deploy, but it looked like everything was fine, because it was running an older deployment.
- Despite this, our build steps should have been able to catch this as static analysis and a better smoke tests would have detected that the references were broken and cause the pipeline build to fail. Oddly, running "npm build" locally caught the issue but our "npm build" in the ci pipeline did not.
 - We need static analysis
 - We need to clone the branch locally to validate testing. To build the app and run.
 - Developers, when you make changes to your code, you need to re-run your tests. You can't assume it still works. JUST BECAUSE THE UNIT TESTS PASS DOESN'T MEAN IT WORKS.
 - We need more alarm bells to fail earlier and louder.
 - Maybe the GitHub runners are case-agnostic
- We had to change the files in the GitHub's UI
- The build team is going to invest in figuring out what went wrong.
- See below git recognizing the files are there while the filesystem does not

```
PS D:\University\Year 6 (2023-2024)\Winter
Term\CMPT371\oculus_project\term-project-2024-team-2\my-webxr-app\src> git co
133-duplicated-components-directories-in-id2-production-release
error: The following untracked working tree files would be overwritten by
checkout:
    my-webxr-app/src/components/axis.tsx
    my-webxr-app/src/components/createTicks.tsx
    my-webxr-app/src/components/singleAxis.tsx
Please move or remove them before you switch branches.
```

```

Aborting
PS D:\University\Year 6 (2023-2024)\Winter
Term\CMPT371\oculus_project\term-project-2024-team-2\my-webxr-app\src> ls

    Directory: D:\University\Year 6 (2023-2024)\Winter
Term\CMPT371\oculus_project\term-project-2024-team-2\my-webxr-app\src

Mode                LastWriteTime         Length Name
----                -
d-----         2024-02-11   8:40 PM             assets
d-----         2024-02-11   8:40 PM          Components
d-----         2024-02-11   8:40 PM           contexts
-a-----         2024-02-11   8:40 PM           648 App.css
-a-----         2024-02-11   8:40 PM          3843 App.tsx
-a-----         2024-02-11   8:40 PM          1229 index.css
-a-----         2024-02-11   8:40 PM          1575 log-config.tsx
-a-----         2024-02-11   8:40 PM           246 main.tsx
-a-----         2024-02-11   8:40 PM           149 styles.css
-a-----         2024-02-11   8:40 PM            39 vite-env.d.ts

```

Brainstorm prioritized improvements (10mins):

- Build fixes and looking into why we didn't catch issues
- Dev team has to run through the slice of their the changes they mayde (npm run build).
You can't just write units test and assume tha tit works
- Dev team needs to update their local branch before merging
- Test Team runs release locally and test both locally and remotely.

Planning:

Purpose: The purpose of iteration planning is to define, organize, and commit to the work the team will do for the iteration.

Establish team capacity (5mins):

- Mitchell Wagner (20-30)
- Matthew Buglass (about 30 hours)
- Jesse Haug (30 hours)
- Tony Nguyen (40- 50 hours)
- Quinn Brown (~35 hours)
- Trang Nguyen (30 hours)
- Aesha Patel (about 30 hours)

- Zander Rommelaere (~30 hours)
- Joe Mbonayo (~45 hrs)

Estimate stories (10mins):

- On this board
<https://github.com/orgs/UniversityOfSaskatchewanCMPT371/projects/8/views/9>

Set iteration goals (5mins):

- Combine parts and deliver an MVP