

Review and Retro: ID3; Planning: ID4

Date: Mar 4, 2024 1:30 p.m.

In attendance:

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

With regrets:

- Joe Mbonayo
- Quan (Tony) Nguyen

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):

- The goal of ID3 was going to be focused integrating the discrete components that we built in ID2. In ID3 we planned to have a full vertical slice of the system MVP: load into VR, load csv, and show data on axes. Furthermore, we planned to start implementing the backend components for PCA, and missing data filtering.

Demos (5mins):

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

Incompleted Cards (2mins):

- Implement data switching
- Fix Jest issue with ReactThreeFiber's implementation of Drei's Text component
- Write Gherkin for a happy path-test of data display and integration
- Write Gherkin for PCA backend
- Write Gherkin for Data exclusion
- Vite and log4js incompatibility
- Deploy to Firebase production action failed to trigger
- Implement Smoke testing
- Need some updates or expansions on the ui design

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.

Team member thoughts (10mins):

https://jamboard.google.com/d/1PEJuNYn_WEt4CL39WxcZwrNEVisaOWXwLERwgD76CuA/viewer?f=0

Review thoughts (10mins):

- Productive design jam
 - Only two iterations left
- No last minute patches
- Intra-team communication was good
- Good PR comments that were there
- Had plans to integrate a full path without designing the DAL
- Drei is still an issue
 - To get things to display, we couldn't unit test the ui element
 - Still tested the variable settings to make sure they were set correctly
- Shared risk document wasn't used
- Need more eyes on PRs
 - Code review is a fundamental group learning experience
- Matt forgot to write patching procedure....Whoops (a card has been made)
- Playwright said that we can't use their tools 😞
- Only testing involves image analysis (Spike in progress)
- DAL walkthrough
 - Matt will do
- Personal capacities were poorly estimated
 - Did roughly ½ of estimated
- Card estimation was better
 - Roughly 25% over estimated hours
- PCA ambiguity == just do PCA, and kinda ignore the example
- Dev and test teams staying the same number of people
- ESLint differed slightly locally and in CI
 - Could look at shared runtimes to standardize
- Knowledge spreading on how PCA works
- Had a few merge conflicts delay progress

Brainstorm prioritized improvements (10mins):

- Get more eyes on PRs

- If touching parts of code, request review from original code author (code expert), and the person assigned to the tester. Assign anyone who is also working in code domain.
- Establish a minimum number of PR reviews per iteration (2?)
- Discord channel for pinging people about reviews
- Devs should have PRs up by Mondays
- Merge conflicts
 - Have another person review your merge conflict commit

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 (10-15 hours)
- Matthew Buglass ()
- Jesse Haug (10-15 hours)
- Tony Nguyen (max 20 hours)
- Quinn Brown (~25 hours)
- Trang Nguyen (10 hours)
- Aesha Patel (10-15 hours)
- Zander Rommelaere (15-20 hours)
- Joe Mbonayo (~10 hours)

Set iteration goals (5mins):

- By the end of ID4, we will have a fully-integrated happy-path test of loading and displaying data in the 3D space. We also aim to finish the smoke testing spike to automate our smoke testing as much as possible.