Review and Retro: ID1; Planning: ID2

Date: Jan 29, 2024 1:30 p.m.

In attendance:

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

With regrets:

- Joe Mbonayo

Meeting recording:

https://drive.google.com/file/d/1IP5cgVyftLV1i4AIgT88eEuMAR5yN0Tu/view?usp=drive_link

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):

- Get SPIKES Running
    - Playwright was a bust
    - WebXR works and is deployed

Demos (5mins):

- WebXR and chrome emulator (jessterman.haug@gmail.com)
- https://oculus-3d-render.web.app/

Uncompleted Issues (2mins):

- Load CSV
    - https://github.com/UniversityOfSaskatchewanCMPT371/term-project-2024-team-2/issues/11
    - https://github.com/UniversityOfSaskatchewanCMPT371/term-project-2024-team-2/issues/10
    - It's all good, it was a stretch goal anyways but getting it in felt rushed.
    - (Tony) I got them working, all the csv data is read and stored in indexed db. Still need to write unit test for them.

(https://github.com/UniversityOfSaskatchewanCMPT371/term-project-2024-team-2/tree/load-csv-with-unit-test)

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):

- Writing Though

Team member thoughts (10mins):

https://jamboard.google.com/d/1VFRqKlJAfyYnx8nIxyWLx0-imdvw_S1HQkUisFMPJMg/edit?usp=drive_link

Discuss thoughts (10mins):

- The Good
    - Lots of learning
    - Zander gave a good GitHub Actions flow
    - Jesse and Mitchel got Some great SPIKES done
    - Dev and Test Team Leads staying the same
- The Bad
    - Overlooked PR Comments
    - PR review could use some improvement
        - Read docs
    - No Time tracking/estimation
        - Will fix this time aroung
    - Too many communication channels (Discord/GitHub/Email)
        - Keeping discord and GitHub
        - You're welcome to have your own email notifications as long as you stay on top of your tasks
    - We have a really small team, so role doubling will be required and tight.
- Other
    - Need a Standard IDE
        - WebStorm
    - Need to establish code style standards
        - QA Team sets up
    - Need to get testing early
        - QA Team establish coding standards
        - Black box integration test design

- Questions
    - How transfer dev and test teams?
        - Leads still have access to all so they will change where they look
        - Only use dedicated team channels for communications, not big decisions
    - What do testers do while waiting for new dev work?
        - Think black-box feature for currently in progress cards
        - Touch base with devs to align design ideas
    - Should Dev lead also be Design lead?
        - Early design work is heavy
        - Reduces overtime
        - Jesse is super busy with other stuff
        - Maybe talk to Joe or Tony about taking with that
    - How should we organize project structure?
        - Everything is under root/src
        - What do we do beyond that?
        - From dev side
            - Components exist in components
            - Self-defining in components
            - Test, components, utils
        - Bring .gitignore out
    - Need a unit testing workshop?
        - Bring in some jest documentation and guides
    - When do we delete branches?
        - After merged
    - Bigger dev team?
        - Matt will ask Osgood about this

Brainstorm improvements (5mins):

- Assign Joe or Tony to be design lead
- Assemble more jest how-tos
- Create coding standards
- Estimate and delegate work
- Re-structure the project

Prioritization votes (5mins):

- Assign Joe or Tony to be design lead
- Assemble more jest how-tos
- Create coding standards
- Estimate and delegate work
- Re-structure the project

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 (2mins):

- Busy as always
- Job interviews for CSPIP
- A little tight on time
- Jesse Haug (15-20 hours)
- Mitchell Wagner (20 +- 4)
- Trang Nguyen (15-20 hours, preferably to work more in the first week of the sprint)
- Quinn Brown (25-30 hours, possibly have CSPIP interviews)
- Tony (20-35)
- Aesha Patel (15-20 hours, prep for CSPIP interviews)

Estimate stories (5mins):

- Done

Set iteration goals (5mins):

- Build discrete components for the 3D graph
    - Axis
    - Data points
    - Bounding box of chart
    - CSV importers

Notes on cards to create

Development

- Implement the CSV import button in both VR space and before VR space
- Start making axis that scale depending on the input given.
- A cube that you can somehow spin and rotate.
- Data point that once clicked on, loads up a window with some information.

Testing

- Implement Multilevel logging

- Improve Test plan
- Improve test matrix
- Work with the dev team to allow jest to be testable, we will need buttons visible outside of VR mode for automated testing
- Gherkins for implemented features
- work with the build team to get test outputs for automated tests in the build
- Create a code quality sheet for the wiki