The Good

Lots of Pair programming happened this sprint

Cross-Team pairing

Smoke test ish?

Fairly good test coverage at 80% overall

Foundation for a lot of stuff is in place, should be quick to finish everything off.

Logger almost in place

Mitchells logger is in place though

That thing is an abomination from what I hear

Gave Wade a demo of current progress on Oculus

Time estimates were pretty close this go around. 16% under-estimation and our capacity was estimated to be 150 hours and we put in 170.

The Bad

Need to get file loading/choosing UI into VR environment this sprint

Didn't load test csv readers earlier

Often can't get to cards until the first weekend

Need loaded CSV files on Oculus

Time is a very limited resource this time of year

Further conflicts with Vite and Jest -- environment variables

Started implementing DAL later in the project

Other

I got a fish this weekend

Found some usability concerns to tackle when on the actual meta device -- can't actually load a CSV onto the device it seems as a file -- google drive?

It seemed like the pairing on card across dev and test teams was not as domain-focused.

Questions

How do we feel about PR reviews this sprint?

When do we want the quick smoke test demo for this id

Are we dropping jest?

Probably

Vitest?

What will we Unit test with?

no one kno we just shouldn't test

Seems like a bad idea

Not after I fixed the jest/drei issue T_T