FitQuest

Iteration 1- Review & Retrospect

 * When: 6/15/2024
 * Where: Online

Process - Reflection

Sprint 1 was a very productive phase for our team. Our goals going into the sprint were mainly to set up the development environment, flesh out the ideas that were brought up in Sprint 0, and to work on two of the three features; the quest list feature and the user profile feature.

Decisions that turned out well

List process-related (i.e. team organization) decisions that, in retrospect, turned out to be successful.

- Creating a prototype using Figma

  Our team felt that creating a prototype using Figma helped greatly with the development of FitQuest, especially when it came to front-end development. It allowed us to see exactly how we wanted our project to look, giving us a clear sense of direction on what we want. It even helped out a bit with our back-end development, as Figma allowed us to mock up user interactions to a certain extent, such as deleting a quest from the list of quests when it is selected by a user.

- Implementing the Quests first

  The center of FitQuest lies within quests, which is why we decided to focus our efforts on developing the quest feature first. Our initial plan was to start with the log in/sign up functions, however we realized that logging in/signing up was not that important, and could always be done later. Implementing the selection of quests was more crucial, as it was the main focus of FitQuest, and our other features depended on it as well.

- Choosing React as our front-end framework

  Choosing React as one of our frameworks was a good idea as its relative simplicity (compared to other frameworks like Angular or Vue) allowed members with varying levels of experience with web development to pick it up quickly. Also, its component based architecture and its management of states makes it a powerful tool, making coding easier to understand and allowing us to develop more complex features.

Decisions that did not turn out as well as we hoped

List process-related (i.e. team organization) decisions that, in retrospect, were not as successful as you thought they would be.

- Choosing the user profile as one of our features

  At first, we thought that the user profile would be a great feature to FitQuest, as it brought along a game-like aspect. However, as our ideas for FitQuest shifted away from being game-oriented(as we decided to scrap several game oriented features like the ranked system), the user profile began to seem less and less important, as there would not be much left shown on the profile page. As of this moment, we are still deciding on additional information to add onto the profile section

- Setting up the environment late

  Although we installed all the necessary applications for our project in sprint-0, it took us a while to set up the environment, as well as some time to read the documentation as well. This took up a considerable amount of time, which stopped us from getting started on coding the project. This was poor planning by us, as it stalled our progress, which prevented us from implementing features we planned on prior to this sprint.

Planned changes

List any process-related changes you are planning to make (if there are any)

No process-related changes we plan on making as of now

Product - Review

Goals and/or tasks that were met/completed:

- Setting up all the frameworks
    - Finding a PostgreSQL host:
      https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-36
    - Setting up React
      https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-31
    - Designing Database
      https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-42

- Creating Pages
  - Home Page
    https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-41
  - Log in and Sign up Page (not in original iteration plan)
    https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-46
    https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-47

- Creating User Profile
  https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-38
  - Adding username and points to profile

- Adding backend functionality
  - Connecting user profile to backend
    https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-51
  - Connecting quest list to backend
    https://fitcode.atlassian.net/jira/software/projects/FIT/boards/1/backlog?selectedIssue=FIT-52

Goals and/or tasks that were planned but not met/completed:

- Quest selection Feature
  - Quest completion functionality (did not get to it)
- Adding rank/levels to profile
  - We changed our minds, as we decided to scrap the idea of a ranking system, as it seemed a bit out of place and hard to incorporate
- Log In/Sign Up functionality (did not get to it)

Meeting Highlights

Going into the next iteration, our main insights are:

- Finishing up Quest Selection Feature
  - Finish the quest completion functionality
  - Add a list of completed quests
  - Incorporate a quest completion verification system

- Implement a friend's list
    - Users should be able to add each other on FitQuest
    - Users should be able to see each others profile
    - Add a friend leaderboard
- Think about a co-op game mode, where users can compete with each other
    - Potentially a tournament style mode