

## # FitQuest

### ## Iteration 2 - Review & Retrospect

\* When: 7/5/2024

\* Where: Online

### ## Process - Reflection

Overall, Sprint 2 was a good sprint, as we were able to complete over 50% of our tickets (with the other half of tickets in progress as of Friday night) despite all members of our team having increased workload from work/other classes. The main highlight of this sprint was being able to finish the rest of our user administration flow (sign out, register etc.). Although not quite complete, we also made significant progress with the creation of pages such as the Completed Quest and Ongoing Quest pages.

### #### Decisions that turned out well

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

- Using Django as our backend

Two main reasons that our team chose Django was that one of our members already had some experience with it and that this project would provide an opportunity for us to learn a new framework. In Sprint 2, we were able to implement features for registering and signing in users, using Django to interact with our Postgre database. With the help of one of our members who already knows Django, multiple members of our team are now working with Django and are currently in the midst of creating routers in order to implement our quests API

- Having in-person scrum meetings

One practice our team agreed on was to have a daily scrum meeting in-person right after the C01 lecture. We believe that this decision was a great one as having meetings in person allowed our team to communicate better and provided an opportunity to have a meeting where everyone was available to share ideas. In particular, one of our in-person scrum meetings was extremely beneficial as it allowed us to share possible proposals on how to deal with the situation of what to do when a user drops a quest without completing it, which eventually led to a defined solution, mitigating a blocker in the process.

### #### Decisions that did not turn out as well as we hoped

- Not communicating in the middle of the sprint

As this sprint was 3 weeks instead of 2, our group got a lot of progress done in the 1st and 3rd weeks but did not get as much done in the middle week. Although this

was due to non-CSCC01 work, we felt that we could have performed at least one quick scrum meeting, just to check in with progress and plan out the tickets to compete in the last week.

- Trying to continue with User Profile

In Sprint 1, we decided to move User Profile related tickets onto this Sprint as we figured that it would be better to use the last sprint as a way to set up the skeleton of FitQuest. However, we unfortunately decided to further delay working on User Profile and switch priorities to quest-related pages. In the middle of the sprint, we figured that User Profile was not as important, especially since we didn't finish the user registration functionality at the time. Although we wanted to keep working on the user profile page, we ultimately decided to push it again to further sprints.

#### #### Planned changes

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

- Have all members work on both front-end and back-end

One thing our team agreed on for the next sprint was to assign back-end tickets to members who work predominantly on front-end tickets and vice versa. We feel that this is a good change as it can allow team members to gain experience working with all facets of our application and to have a greater understanding of software design as a whole.

#### ## Product - Review

#### #### Goals and/or tasks that were met/completed:

- User Administration
  - Login Account Submit Button (<https://fitcode.atlassian.net/browse/FIT-3>)
  - Sign Out (<https://fitcode.atlassian.net/browse/FIT-23>)
  - Register User (<https://fitcode.atlassian.net/browse/FIT-57>)
- Quest Pages
  - Ongoing Quest Page (<https://fitcode.atlassian.net/browse/FIT-61>)
  - Completed Quest Page (<https://fitcode.atlassian.net/browse/FIT-62>)
- Pop-Up Notifications (<https://fitcode.atlassian.net/browse/FIT-63>)

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

All tasks below are currently in progress. However, none of them are complete due to us not getting to them until roughly 2 days before the sprint's due date.

- Maximum Number of Quest Challenges Functionality - <https://fitcode.atlassian.net/browse/FIT-5>
- Add Cancel Quest Functionality - <https://fitcode.atlassian.net/browse/FIT-58>

- Complete Quest Functionality - <https://fitcode.atlassian.net/browse/FIT-59>
- Drop Down Quest Functionality - <https://fitcode.atlassian.net/browse/FIT-60>
- Accept Quest Functionality - <https://fitcode.atlassian.net/browse/FIT-64>
- We also tried to work on User Profile features this sprint but we decided to prioritise finishing user signup/login and working on user-quest interaction functionality instead

## ## Meeting Highlights

Going into the next iteration, our main insights are:

- Finish Quest UI Functionality
  - Accepting A Quest
  - Cancelling A Quest
  - Quest Drop Down Functionality
- Continue Integrating Front-End and Back-End
  - Retrieve A User's Ongoing Quests From the Database
  - Proper Database Behavior When a User Drops/Completes a Quest
  - Getting A User's Completed Quests
- Finally start working on User Profile design again