

Sprint Summary

In this sprint, we mainly focused on performing research and experimenting with making a mobile application. The main focuses of this sprint were discussing/implementing client needs, researching ways to implement different mobile app functionalities, and beginning a running demo for our app.

To implement the needs of the client, we first needed to know what they were. A select subset of our team was tasked with going to the client FAQ to discuss needs and functionalities with the client. This gave us a benchmark for what we needed to accomplish. After discussing the results of these findings we got to work, implementing whatever was clear, and creating a document of unresolved questions. We brought these up to the second client FAQ, which gave us our final list of implementations to accomplish.

Mobile development was new to most of us, so we spent a significant portion of this sprint investigating and discussing different libraries and ways to implement user stories. As such, many of our standup meetings also included discussions on difficulties with mobile development.

What Went Well

Our group excelled at the social and emotional intelligence aspects of this project. This included understanding client interests and resolving them into user stories and planned developments as well as taking the abstract concept “Tips for Non-Tech Users” and forming concrete tips that were accessible for those who don’t use technology as often.

Researching is also something our group excels at. We were able to quickly and easily find how to perform things we needed on APIs and implement them. We excelled at communicating the uses and ways to implement these APIs to other group members who were confused about the process, which altogether made us as a working unit more efficient.

What Could Be Improved

Our group could develop a more efficient workflow. As of now, although we put a significant amount of time into working in this project, we had some cases of overlapping workflows and other inefficiencies, which overall damaged our

efficiency as a group. The way we theorized to improve this would be a status report during each standup meeting, which would serve two purposes. It would allow us to check up on everyone's progress, and ensure that everyone was working on the same pace and also serve as a warning sign, in case it turned out in the status report that someone was working on something that was outside the scope of their duties.