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Retrospective: Sprint 1

In Sprint One, we want to make sure that we spread out working on the code for the project earlier in the sprint. Towards the end of the sprint, we didn't have much done on the main application since we were focused on other tasks. We were working on UML diagrams, Agile Stories, playing planning poker, and contemplating on the structure of the program and GUI for this first sprint and the coding fell to the wayside towards the end of the sprint. We also want to make sure that we all have compatible versions of QT to avoid other members from being unable to run the project when they want to add features to the application in the next sprint. In addition, we want to have more meetings throughout the week so that we can make steady progress on the project without having to do big chunks over the weekend. Plus we would be able to communicate with each other more often about what we need to accomplish next to ensure we are on track for the next sprint. While we are coding for the next sprint, we want to work on adding more Doxygen comments so that other group members can grasp how certain functions work.

Team Durian Retrospective: Sprint 2

In Sprint Two, we were able to complete a substantial amount of stories. We completed all the filters when displaying all the teams. Specifically finishing up the filters for the seating capacity and the distance to center field. In addition, we were able to complete the DFS trip and allow a user to buy souvenirs from that trip. Likewise, we finished letting the admin modify information about a specific stadium. Going into Sprint Three, we want to work on finishing all of the trips that we have left, such as the Dijkstra trip, MST trip, and Prim's trip. Throughout this sprint, we want to work more on the artifacts so that we can finish them for the final checkpoint. And to make sure we are on track, we want to hold more meetings so that we can work together on specific portions of the project and have more opportunities to check on the project. While we are finishing up this project, we want to continue commenting on all of our functions so that other members can understand each function from a quick glance and so that we continuously work on adding Doxygen comments.

Team Durian Retrospective: Sprint 3

In Sprint Three, we were able to complete the project entirely. We finished modifying the souvenir information, outputting the souvenir cart, summary page and, most importantly, we were able to finish all of the trips for this last sprint. More specifically, we went through the dry run that was provided to us and checked all of the scenarios and we were able to replicate them without any issues. Looking back at this sprint, we should have spent more time on adding Doxygen comments throughout when we added more functions for the trips and souvenir's instead of leaving it to the last minute again. Plus, making sure that the artifacts were solidified and done earlier in the sprint so that we would not have to rush to get them done so late in the sprint.