

Sprint 1 Report

The Sprint 1 Review demonstrated an iteration that lives up to the sprint 1 goals of getting an UI up and running and adding the google map to it. Additionally, a short description of each pin was created and the higher level goals of “have an app up and running” were achieved. The below mentioned user stories created the foundation for us to work from.

User story 1: “As a new student, I would like to find points of interest on and around campus”

-Get UI up and running, add Google Map to it. (est. 1 week)

Total for user story 1: one week

User story 2: “As a student I want an actual description of the place that i might visit and I want other people’s opinions”

-Get data storage running on Raspberry Pi with web server (est. 1 week)

Total for user story 2: one week

Unfortunately, the back end feature was not possible to implement during this sprint due to the timeboxed schedule.

In addition to these, a better understanding of Android Studio was gained by all team members. Logos and icons were created and a website was established in addition to what was initially planned for the sprint. A more detailed and practical understanding of how to use scrum to our advantage was gained.

- ★ The team members discuss the process that they are following and give any suggestions for improvement.
- ★ The team members discuss any other ideas that could improve their productivity.
- ★ The ScrumMaster prioritizes actions and lessons learned based on team direction.
- ★ The retrospective supports team formation and bonding, particularly as any areas of conflict can be identified and dealt with.

What went well during the sprint cycle?

- The entire team was engaged in the process
- Tasks were completed on time
- Good use of Trello (scrum board) to track the process of individuals and their tasks
- Communication was good, everyone understood what their role was.
- Good use of each team member’s specific skill and experience
- Team is very adaptive
- Team bonding

What went wrong during the sprint cycle?

- Android studio requires a lot of time to set up per individual (installing SDKS)
- Learning Android Studio could take longer to learn than estimated.

- Use of “Planning Poker” wasn’t carried out to the full extent and thus the potential gained benefits were lost
- Had to burn down some features for the time lost to learning android studio.

What could we do differently to improve?

- Work in smaller batches
- Allocate time more efficiently (but this is always true)

Scrum Board Sprint 1:

A physical and a virtual scrum board was set up for ease of access. As can be seen below, the user stories, tasks and achievements are outlined.

The screenshot displays a virtual Scrum Board for 'Sprint 1' by 'The A Team'. The board is organized into four main columns: 'User Story', 'To do', 'In Progress', and 'Done'. Each column has a header with a three-dot menu icon. The 'User Story' column contains two items: 'Find points of interest' (with a green progress bar) and 'Access App' (with a yellow progress bar). The 'To do' and 'In Progress' columns are currently empty, each with an 'Add a card...' button. The 'Done' column is populated with several items, each with a progress bar and a user avatar: 'Logo', 'Icons', 'Figure out how interact with map and pins', 'Buttons on Android studio', 'Add more markers' (assigned to ES), 'Learn to do search' (assigned to JJ), 'Learn to make descriptions' (assigned to EQ), 'Figure out how to add a map' (assigned to ES), and 'Meta-data page (Esteban)'. A final 'Add a card...' button is at the bottom of the 'Done' column. The top of the board features a navigation bar with 'Sprint 1', 'The A Team', a star icon, a team icon, 'Team Visible', a 'Calendar' icon, and a 'Show Menu' button. A pink sidebar on the right contains an 'Add a list...' button.