

# **Sprint 2 Reflection Report**

## **### Remake for Sprint 2**

### **Ctrl-Alt-Elite**

**Git:** <https://github.com/akash17patel/CTRL-ALT-ELITE-CSCE-4901>

#### **Accomplishments**

The primary accomplishment of this sprint was to create an interactive login and signup screen. It included the integration of quick login feature (facebook, google, etc.) We also used SQLite as our database to store login and signup related data. The purpose was to locally store the user account data in the mobile phone. We updated essential documentation:

- test plan (updates test cases for sprint 2 and test schedule)
- test tracker (updated test cases for both iOS and android)
- Design Doc (researched color theory for specific age demographics and for healthy and depressed people – selected a color theme based on the research)

#### **What worked**

**Rapid Learning:** Our team did an excellent job of researching, creating login and signup screens, integrating quick login, implementing SQLite database to effectively store user information on a local device. The purpose for local storage is to ensure user privacy and enhance app accessibility.

**Communication:** Our team used efficient communication to improve workflow during the last sprint. Even though the majority of our achievements occurred in the last few days of the three-week sprint, this focused work enabled us to produce excellent outcomes within the allotted time. During this time, our proactive cooperation and diligent attention to detail made sure that our goals were accomplished.

Work Distribution: Most of the time our team members collaborated on different things and shared the workload effectively.

### **What can be improved**

Alignment on Documentation: We were advised during the presentation to work on the requirements in the order they are mentioned and to put the requirements in the order we are planning to work on. We will make sure to take this into account during our next sprint and improve things accordingly.

Sprint Planning: We need to optimize the workload distribution over the course of the three-week sprint to promote a more balanced and stress-free work environment. The goal of this modification is to make sure that the Mind Lift app development process runs more smoothly and efficiently.

### **What changed in documentation #Update**

Test Plan and test tracker: Test cases and test schedule were updated.

Design Document Updates: Color scheme was added for our app screens.

### **Sprint 3 Goals**

Unlike the last sprint, the focus of this sprint is in one task, a combination of both AI and application feature work. The goal of sprint three is to implement a very basic AI model into the application, and an initial chat interface. Conversations do not need to be stored at this point. The implementation of the interface should not rely on the specific AI model itself, but instead be a framework for communicating with interchangeable models. This will accelerate testing and tuning.

### **Week 1: Research and Design**

- Task 1: Research and select an AI language model for the chat functionality.
- Task 2: Create initial wireframes and mockups for the AI chat interface.

## **Week 2: Backend Development and UI Implementation**

- Task 3: Set up the backend infrastructure for integrating the AI model.
- Task 4: Implement the chat UI based on the design mockups.
- Task 5: Develop the conversation flow logic to interact with the AI.

## **Week 3: Testing and Refinement**

- Task 6: Develop a testing protocol to evaluate the AI chat functionality.
- Task 7: Conduct internal testing with team members to gather initial feedback.
- Task 8: Refine the AI interaction based on testing outcomes.