Team: 13-SWEF25

Members: Alex Shaw, Eniola Akinola, Quinn Bankhead, Tomas Stoker

Course: CPTS 322: Software Engineering Principles I

Date: Friday, October 3, 2025

Sprint 1: Planning, Execution, and Review

Repository: https://github.com/alexander-shaw/seshy/

Kanban Board: https://github.com/users/alexander-shaw/projects/3

YouTube Video: https://youtu.be/Hl0CBX3UiFw

What's New (User Facing)

- Bottom Navigation Bar
- Dark Theme
- Connectivity Signaler

Work Summary (Developer Facing)

In Sprint 1, we split the work evenly and set a solid foundation for the app. We wrote clear functional requirements and user stories with acceptance scenarios, and we set up GitHub with a Kanban board to track issues and tasks. On the build side, we scaffolded the iOS project with our own custom UI while we plan to use Apple frameworks for core features. We already have a custom bottom navigation bar, a connectivity alert for offline mode, a shared dark theme, and a Core Data stack; the main screens are wired up and ready for features. Alex pushed the project directory to GitHub, which includes Uber's H3 code licensed under Apache 2.0. Quinn created wireframes to shape the MVP, and Tomas and Eni drafted a UML diagram of the data model. Our main blocker was Tomas's computer issue, which slowed his contributions. We also realized we need to move faster on feature code, not just setup and design. In the review, we agreed that our foundation is strong and we are committed to ship user-facing features faster during the next sprint, use AI more to unblock us, and set aside more dedicated coding time on both the app and backend.

Completed Issues/User Stories

- Brainstorm Features
- Team Formation
- Build Team Standards
- Write Functional Requirements & User Stories
- Plan Tech Stack

Incomplete Issues/User Stories

- Create Models for Core Data: In progress and will be completed once the table-style UML is finalized.
- User Onboarding: Multi-step flow that requires additional planning and implementation time.
- Phone Number Sign-In (OTP): Will require creating a Firebase app instance, integrating with Apple Developer, and implementing secure handling of access tokens and API keys using environment variables or a secrets manager, ensuring nothing sensitive is exposed in the repository or config files.

Code Review

- BottomBarView.swift
- ConnectivityManager.swift
- CoreDataStack.swift
- ColorPalette.swift
- TitleView.swift

Retrospective Summary

Here's what went well:

- We set a solid foundation: repo/Kanban/user stories, clear scope from brainstorming, and smooth handoffs.
- The app shell is in place (custom tabs, connectivity alerts, dark theme, Core Data) with main views wired for features.

- Early design artifacts—Quinn's wireframes and Tomas/Eni's UML—clarified MVP screens and data relationships.

Here's what we'd like to improve:

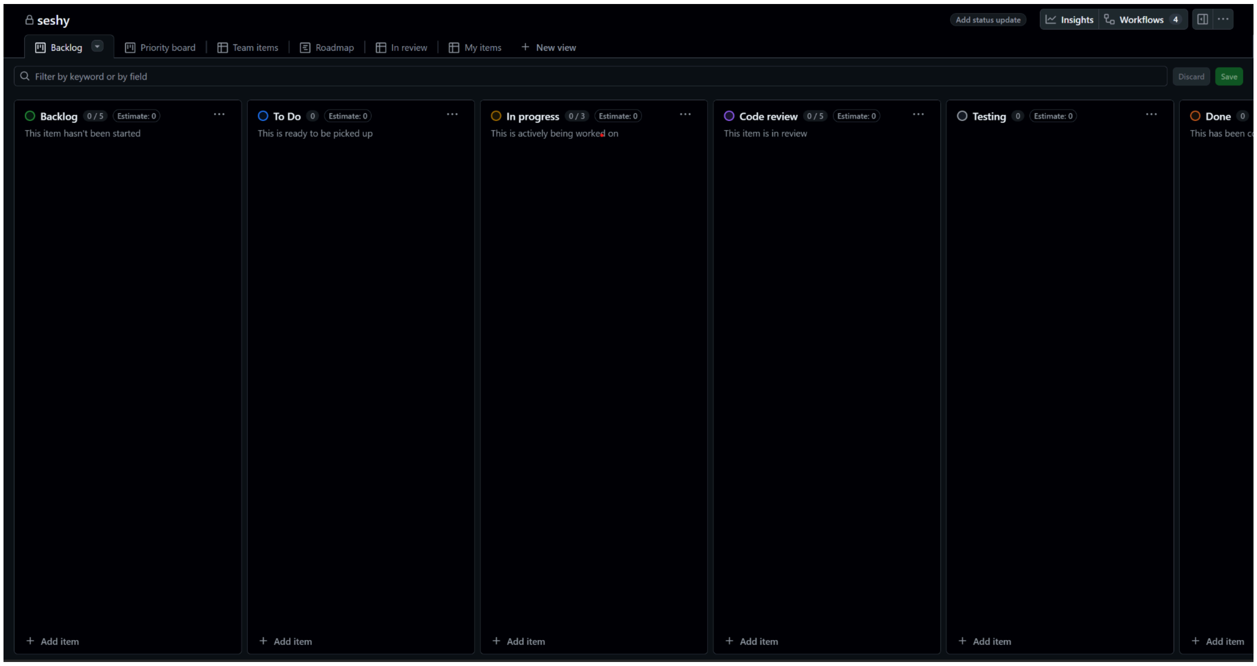
- Increase the pace of shipping user-visible features to meet assignment expectations.
- Use AI for scaffolding, debugging, and unfamiliar APIs to unblock faster.
- Reserve dedicated coding time on both client and backend, not just setup and documentation.

Here are changes we plan to implement in the next sprint:

- Ship at least one feature with a clear Definition of Done (including tests and a simple flow).
- Adopt an AI-first strategy and capture useful prompts/snippets in a shared doc.
- Add two focused coding blocks per week with quick check-ins and a simple backup plan for hardware issues.

Conclusion

Sprint 1 successfully laid a strong foundation for Seshy, both on the user-facing and developer-facing sides. We established a clear workflow with a GitHub Kanban board, defined functional requirements and user stories with acceptance criteria, and scaffolded the iOS project with a custom UI ready to integrate core Apple frameworks. Key features like the bottom navigation bar, dark theme, connectivity notifier, and Core Data stack are already implemented, and wireframes and UML diagrams clarified MVP screens and data relationships. Sprint 1 positioned the team for success in Sprint 2, providing a solid structure, clear direction, and actionable strategies to ship user-facing features faster and maintain high-quality deliverables throughout the semester.



seshy

Add status update | Insights | Workflows 4

Backlog | Priority board | Team items | Roadmap | In review | My items | + New view

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Discard | Save

Backlog 0 / 5 Estimate: 0
This item hasn't been started
+ Add item

To Do 0 Estimate: 0
This is ready to be picked up
+ Add item

In progress 0 / 3 Estimate: 0
This is actively being worked on
+ Add item

Code review 0 / 5 Estimate: 0
This item is in review
+ Add item

Testing 0 Estimate: 0
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Done 0
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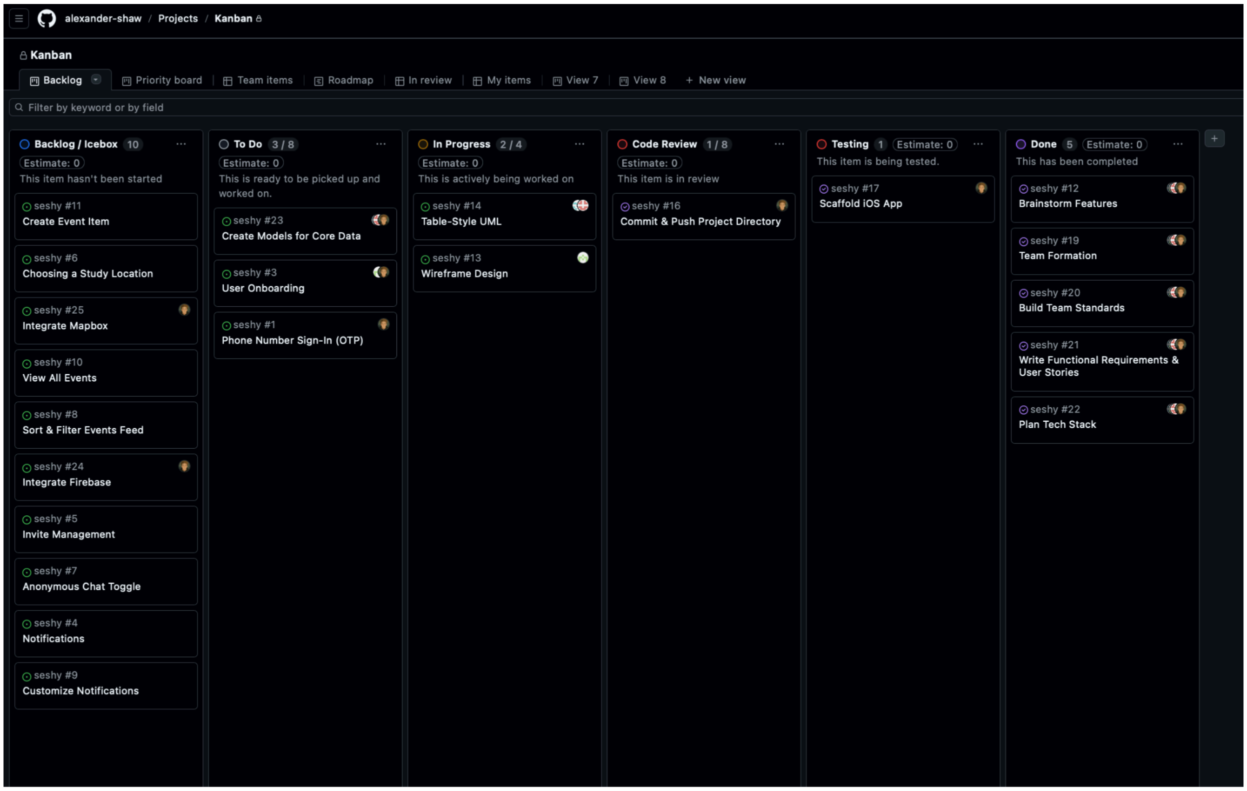

alexander-shaw / Projects / Kanban

Kanban

Backlog | Priority board | Team items | Roadmap | In review | My items | View 7 | View 8 | + New view

Filter by keyword or by field

Backlog / Icebox 10
Estimate: 0
This item hasn't been started

- seshy #11 Create Event Item
- seshy #6 Choosing a Study Location
- seshy #25 Integrate Mapbox
- seshy #10 View All Events
- seshy #8 Sort & Filter Events Feed
- seshy #24 Integrate Firebase
- seshy #5 Invite Management
- seshy #7 Anonymous Chat Toggle
- seshy #4 Notifications
- seshy #9 Customize Notifications

To Do 3 / 8
Estimate: 0
This is ready to be picked up and worked on.

- seshy #23 Create Models for Core Data
- seshy #3 User Onboarding
- seshy #1 Phone Number Sign-In (OTP)

In Progress 2 / 4
Estimate: 0
This is actively being worked on

- seshy #14 Table-Style UML
- seshy #13 Wireframe Design

Code Review 1 / 8
Estimate: 0
This item is in review

- seshy #16 Commit & Push Project Directory

Testing 1 Estimate: 0
This item is being tested.

- seshy #17 Scaffold iOS App

Done 5 Estimate: 0
This has been completed

- seshy #12 Brainstorm Features
- seshy #19 Team Formation
- seshy #20 Build Team Standards
- seshy #21 Write Functional Requirements & User Stories
- seshy #22 Plan Tech Stack