

Sprint #3 Report

Product Name: Clubster (ClubHub @ GrepThink)

Team Name: Khabibis

Release name: Clubster

Release Date: 12/7/18

Members:

Mohammad Elattma (mzelattm@ucsc.edu) Product owner, frontend

Adnan Yunus (ayunus@ucsc.edu) Backend

Olusyar Bareach (obareach@ucsc.edu) Product tester, frontend

Maryam Majidi (mmajidi@ucsc.edu) - Node.js API integrator, frontend

Report:

Actions to stop doing:

One of the consistent issues that we have been having is with using placeholder UI whilst developing our product. Our TA has touched on this several times by now and we realize it is creating extra work that has to be done during the final remaining Sprint, which should really be used to implement the features left in our product backlog. Another action we should stop doing is working on the master branch. We thought we were implementing continuous integration; instead we were creating messes on the single branch that is supposed to be ready for release.

Actions to start doing:

One of the actions that we have to start doing is making sure our product is 100% ready for a demo by the end of the Sprint. We are still running into pesky problems that we should be past by now (e.g. back-buttons not working, auto-scroll malfunctioning, forms not throwing user-understandable errors). We have to start thoroughly testing the product to make sure a potential release is available. Another action related to this is that we have to start doing is preparing for our final release and presentation.

Actions to continue doing:

We have been successful in switching over to working on experimental branches towards the last part of this Sprint. We will continue to organize our work this way. Another thing that we did better and will continue to do is breaking up user stories into relevant and independent tasks so that problems that arise with one task will not hinder the progress/completion of another task. We managed to keep it together and stay on track despite each individual's obligations outside of this class.

Work Completed:

1. (5) As a Clubster user, I want to be able to join clubs I am interested in as well as accept members and admins, so that I can be involved in
 - Create Club-Profile UI with join button (2)
 - Create functionality for admin to accept member via notification (1)
2. (5) As a user, I want to receive notifications when they are sent so that I am consistently up to date on user/club activity
 - Connect backend with front end for notifications (1)
 - Add notification documents for events (2)
 - Finish UI for event cards (1)
3. (8) As an admin, I want expenses for my clubs to be connected with the events that I create so that I can manage our budget easily
 - Normalize expenses UI with the rest of Clubster (1)
 - Add expenses to events schema (1.5)
 - Create backend functionality for event expenses (2)
4. (5) As a Clubster user, I want my profile to represent me so that I can be recognized amongst the pool of users
 - Add pictures to backend and display in frontend (3)
 - Allow users to edit their display pictures and user information (2)

Work Not Completed:

4. (5) As a Clubster user, I want my profile to represent me so that I can be recognized amongst the pool of users
 - Connect profile backend with frontend (3)

5. (8) As a member, I want to be able to view clubs and their events so that I know what is going
- Allow user to express interest/disinterest in attending each event (5)

Work Completion Rate:

- Total Number of Completed User Stories:
 - 3/5 User Stories fully implemented
- Total Number of Ideal Work Hours:
 - 60 hours total
- Total Number of Days:
 - 14 days, including first and last days of Sprint
- User Stories per Day (Sprint 3)
 - $3 \text{ User Stories} / 14 \text{ days} = 0.2 \text{ Stories/day}$
- Ideal Work Hours per Day (Sprint 3)
 - $60 \text{ hours total} / 14 \text{ days} = 4.3 \text{ hours/day}$
- Average Number of User Stories per Day (across all Sprints)
 - $7 \text{ User Stories} / 33 \text{ days} = 0.2 \text{ Stories/day}$
- Average Ideal Work Hours per Day (across all Sprints)
 - $141 \text{ hours total} / 33 \text{ days} = 4.3 \text{ hours/day}$

Burn-Up Chart:

