Sprint #1 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

Report:

Actions to stop doing: One problem we encountered during this sprint was cross platform (Mac, Windows) issues. Some Node.js libraries worked on Windows and not on Mac, so this hindered our development process. Instead of hanging onto issues for a long time, we should leave the error component alone and move on to others while a designated person researches more on that bug. Another task the Scrum Master should keep in mind is to give easier tasks to those who are learning Javascript and give harder tasks to those who have proficient experience with it. Two of our members had a hard time creating the frontend/backend components of our application, so next time the Scrum Master should give them an easier assignment.

Actions to start doing: We should work together more often. The developers and leaders (Product owner, Scrum Master) would only meet when the developer made some sort of progress. If we help each other more rather than have formal meetings where we just report our progress, then we could accomplish more. Another thing we should do is for the developers working on the backend to communicate or write down what they have done so that the front end. The frontend developers will make forms in future sprints that submit data to out mongo backend, so the communication link between frontend developers and backend developers must be strong.

Actions to Keep Doing: We did a great job being organized. To prevent merge conflicts and to enhance readability of our code, the frontend developers put their code in a separate file from that of the backend developers. Our organization was good in task assignment and in meetings too, since people were clear of what was expected from them. We also did a good job encouraging each other when tasks were difficult. We were respectful of each other's outside demands and other obligations when waiting for tasks to be completed. Hopefully, we continue this sentiment as the sprints go on.

Work Completed:

- Login UI
- GET/POST Requests for Login
- User Schema and MongoDB Collection setup
- Profile Schema and MongoDB Collection setup
- Notifications Schema and MongoDB Collection setup

Work Not Completed:

- Test requests via POSTMAN
- Documentation
- GET/POST Requests for Notifications
- GET/POST Requests for Club
- GET/POST Requests for Profile

Work Completion Rate:

- User Stories completed:
    - We completed our first User Story, or to successfully establish a login/signup procedure
    - Coded basic barebones of UIs
- Total Number Of Hours: 15 hours
- Total Number Of Days: 5 days
- User Story Completion:
    - Adnan Yunus:
        - User Stories/Day:
            - Set up Schemas(10/15, 10/17)
            - Finalized login for application.(10/17)
            - Set up barebones of application.(10/13)
            - Completed roughly a story a day
        - Work Hours/Day: 2-3 hours a day
    - Mohamad Elattma:
        - User Stories/Day
            - Set up wireframes(10/14)
            - Dictated to frontend developers how app should look like(10/16)
            - Coded Login UI of application(10/17)
            - Completed roughly a story a day
        - Work Hours/Day: 2-3.5 hours a day
    - Maryam Majidi
        - User Stories/Day
            - Constructed API of application using Express and Node(10/16)
            - Designed API routes to make sure front end can follow(10/16)
            - Refreshed Javascript skills so that she can edit server code(10/12-10/14)
            - Completed roughly a story a day
        - Work Hours/Day: 2-3 hours a day
    - Ulasyar Khan
        - User Stories/Day
            - Listened to Mohamed’s Direction on how UI should look like(10/14)
            - Coded basic UI for signup page(10/16)
            - Refreshed Javascript skills so that he can code UIs successfully (10/12-10/14)
            - Completed roughly a story a day

- Work Hours/Day: 2-3 hours a day

Burnup Chart: