

Sprint 2: A Look Back

Introduction

Welcome to our Sprint 2 retrospective. This sprint marked a significant transition as we embarked into the programming aspects of our project, with a big emphasis on the details of the front-end components. The challenges were tough, driven by a demanding workload and tight deadlines in many of our other classes. As we gather to review this phase, let's take a measured look at the achievements, obstacles, and insights gained during this phase of our project development. The following is an overview of the important components of our project.

Version Control: GitHub for collaborative development and version control.

IDE: Visual Studio Code (VS Code) for code development.

Diagram Creation: Draw.io for creating diagrams.

Prototyping: Figma for designing and prototyping user interfaces.

Testing: Cypress for end-to-end testing, along with Angular's spec tests for unit tests using the Jasmine/Karma testing framework.

Continuous Integration/Continuous Deployment (CI/CD): Utilized GitHub Actions for automated CI/CD pipelines to ensure a smooth and efficient transition to the customer.

Architecture: Client-Server with Angular and Firebase.

What went wrong

1 - The focus of our tasks

At the beginning of the sprint, we wanted to focus on specific user stories from start to finish as it is common practice. However, looking back, it would have been easier to fully focus on front-end components, and worry about back-end tasks afterwards. When you add backend components, certain user stories and tasks need to be completed before others and within 3 weeks this is very hard to achieve. Since this was a very rushed sprint, the effect was less, however still present.

2 - Overcoming challenges with implementing an Effective Map

Initially, creating an effective and interactive map presented significant challenges. One of the difficulties was developing a function to convert addresses into coordinates for map markers. However, with persistent effort and exploration of various techniques and resources, we

eventually succeeded in implementing this critical functionality. The breakthrough came after thoroughly understanding the intricacies of geocoding.

3 - Redefining planned tickets

Near the end of this sprint, we realized that a couple of user stories were overestimated such as the User Story 19: As a condo manager, I would like to view a simplified financial system to easily generate important information. We then took a better look at how to simplify these user stories in question. This took a lot of time, especially considering the tight time limit. We redefined tasks to follow requirements and stick within the scope. A very important step that helped this process was creating most of the UI prototypes. When these prototypes are created, it's a lot easier to envision the application. You can see this point of creating UI prototypes in the section "What went right">

What went right

1 - Feedback

Since it is important to understand what went wrong in the previous sprint, we organized a meeting with the TA, or in this case, the product owner, to overview what could be done better in the documentation process. This helped a lot since otherwise, the same issues could have arisen in the following sprints, furthering delays.

2. Prototyping

Great prototypes make the front-end development much easier and much faster to accomplish. Knowing how the component will look and which colors to use genuinely save a lot of time and effort going into the stages of development.

Figma design

Overview

Condos

Lockers

Parking



Located in 1000 rue Ahunistic
Majestic Condo Unit 203

3 bedrooms - 1 bathroom
Vacant

Request for ownership

300 000\$



Entire home in Bordeaux
Majestic Condo Unit 302

2 bedroom - 1 bathroom
Vacant

Request for rent

\$1400/month

UI



1650 rue St-Louis, St-Laurent
25

3 bedroom - 2 bathrooms
Vacant

Request for rent

\$1500/Month



1650 rue St-Louis, St-Laurent
30

2 bedroom - 1 bathrooms
Vacant

Request for ownership

As you can see, we don't follow the exact pixel of what's in the prototype but follow it closely as a guideline.

Conclusion

As we conclude our retrospective on Sprint 2, it's evident that this phase has been a crucial phase in our project's development. The effort put into refining the front-end components are commendable, especially considering the substantial workload and tight timelines we faced. While challenges were inevitable, they served as opportunities for growth and learning to improve in the next sprint. As a team, we've learned to be patient with each other's mistakes in this sprint. We will carry forward the insights gained during this sprint, using them as we progress into the next phases of our project. We look forward to building upon the work done during Sprint 2, with the shared goal of delivering a successful and impactful end product.