Sprint 3 Report - CMPS 115 - CarTrekk

Actions to stop doing:

One action we need to stop doing is putting print statements into the code when we push. We need to ensure that all the code that ends up in our main is production ready and without all the clutter from the testing phase of implementation of our features.

Actions to start doing:

One action we need to start implementing is writing unit tests for our functions to ensure reliability. Specifically, we should focus on identifying all possible edge cases for each function and designing test cases that cover both typical and extreme inputs. This will help us catch unexpected behavior early and prevent bugs from propagating through our codebase, no emergent properties.

Actions to keep doing:

We need to keep up the momentum that we have in this sprint and keep on pushing features to the git. We have had a lot of pushes throughout the entirety of the sprint. We have been moving forward at a really good rate, and we need to really keep up this momentum for the last sprint so we can have a clean myp done.

Work completed/not completed:

Finished:

- Setup a system for determining what rarity and item a user gets when they open a loot box
- Create art for the loot box and the skins/collectibles
- Setup profile page where you can view all past routes. Other users should be able to look at other profiles and like or comment.
- Research how the interactions are going to happen on the Swift end. How do we expose the route data to other users?
- Implement an icon to take a photo when the driver pauses or ends their drive
- .Set up S3 buckets to store images when a user inputs or takes a photo. Setup pipeline to store urls in firestore

Not Finished:

Nothing

We have a working version of all of the basic functionality of the app at the end of this sprint. We got a whole lot done.

· Work completion rate

Total User Stories Completed: 6/6

Total Number of ideal Work Hours: 30, we completed 30

User Stories / Day: 1

Hours / Day: 2.4

Burndown Chart

