Sprint #1 Review Document

Summary of accomplishments (Angel)

Before writing any code, the team focused on creating a simplified UML diagram to outline the app's structure. This diagram served as a blueprint for the project, helping us visualize the key components and interactions within the system before diving into development. The purpose of this approach was to align the team on a clear, shared understanding of the app's functionality and to ensure that everyone was on the same page. The primary goal of the first sprint was straightforward, it was to make sure everyone was on the same page of what we were going to work on moving forward. Since our initial pitch got rejected halfway into the first sprint, we had to scramble to come up with another idea and a UML diagram for this idea. In the UML diagram, we outlined the core components and interactions that drive the login and authentication process. The diagram begins with the user opening the web page. Once the page is opened, the flask app redirects the user to spotify's login page. Once the authentication process is performed, if it is successful, the user is redirected back to the flask app with an authentication token. This token serves as proof that the user logged in successfully. If there is an error, an error message is displayed on the web page, informing the user that the login attempt was unsuccessful. This diagram served as an essential planning tool, ensuring the team had a shared understanding of how user login and authentication would be handled. By visualizing the sequence of events and responses, we were able to better anticipate potential issues and organize our development tasks efficiently. The diagram provided a reference point throughout the sprint and is available in our repository under out/angelUML. To summarize, the UML

diagram for this sprint helped solidify our understanding of the app's structure. It also set the foundation for the implementation of more complex features in future sprints.

Challenges and roadblocks (Irelyn)

Our main roadblock has been getting our project approved. When we first submitted our pitch and got feedback on our proposed project we were told that it was too simple. So, we tried to think of a more complex project which led us to working on a voice command Spotify project. However, development on this started very late around the time that the first sprint was to end because we were waiting for a response from the Professor. Angel sent an email to the Professor about our new idea and reminded him about the email after class a few days later with him explaining the idea to the Professor. The Professor said that he would get back to him but that did not happen. So, we waited to hear back from the Professor so that we could know what we were doing and ended up waiting for longer than we expected. To address this we talked to the Professor on October 10th and learned that he never saw the email. So, now we are trying to see if we can go to his office hours with a UML diagram to get one of our ideas approved.

Another hurdle for most of the team has been trying to learn Python and how to use it for a web app. This has taken some time and effort but much less time than getting our project approved. It would have been less of an issue if we got our project approved sooner so it is not too big of a deal. To address them we looked at how similar errors that others had were solved online and asked Angel who is familiar with Python. Overall, the biggest issue is getting the project approved and once that is done everything should get easier.

Client/stakeholder feedback (uriel)

Our team has not received feedback from the client because we could not move forward without an approved project. This meant that we had nothing to show to the client. Starting late on this project made us realize that we will need to cram more stuff in the future Sprints moving forward. Currently, the group has made good progress in learning and understanding Python code. The team has also prepared different ideas for the project just in case our current idea is approved. We will have something ready for the client to see by the next Sprint if the project is approved.