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CSCE 3444
10/11/24

What did you accomplish?

During the first sprint, our primary accomplishment was creating a simplified UML diagram that outlined the app's structure and workflow. This diagram became a blueprint for the project and helped the team stay aligned despite some challenges, such as the initial project idea being rejected halfway through the sprint. We quickly regrouped, developed a new idea, and used the UML diagram to visualize key interactions like user authentication and error handling. This work ensured that everyone was on the same page, setting the foundation for the app's login and authentication system using fask and spotify's. My key individual contribution was the contribution and breakdown of the UML diagram in question, as well as aiding my team members with any trouble they had when it came to spotify api/flask/python

What challenges did you encounter?

The most significant challenge we encountered was the rejection of our initial project idea midway through the sprint. This forced us to pivot quickly and come up with a new concept, which required reworking our plans and creating a fresh UML diagram. Additionally, since we were under time pressure, organizing the workflow and ensuring that everyone understood the new direction proved difficult. However, the UML diagram helped ease some of this confusion by providing a clear visual representation of how the new app would function.

What did you learn?

This sprint taught me the importance of adaptability and the value of visual planning tools like UML diagrams. By outlining the project's structure, we were able to anticipate potential issues and streamline our development process. I also learned how critical it is to have a strong understanding of key components, such as flask for web app development and spotify's api for user authentication, as these were foundational to the app's functionality. I gained insights into

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how user authentication processes work, particularly in handling oauth flows and error

management.

What could have been improved?

I could have communicated better throughout this sprint. There were times when I felt a bit lost,

especially when we encountered unfamiliar areas like managing the oauth flow or handling

token expiration in the application. Instead of addressing my confusion or asking for help from

the team, I chose to work through the issues on my own, assuming that things would eventually

make sense. I now realize that this approach was not ideal for fostering effective teamwork. Not

communicating effectively can lead to unnecessary setbacks, missed deadlines, or a drop in the

overall quality of the project. Going forward, I plan to improve my communication by being more

open about any difficulties I encounter and checking in with the team regularly to offer support

and stay informed about any challenges they may be facing. This way, we can ensure that

everyone is moving in the same direction, and we can address issues before they become

major problems.