

Team Jalapeno Sprint #3 Retrospective



CPSC 3270

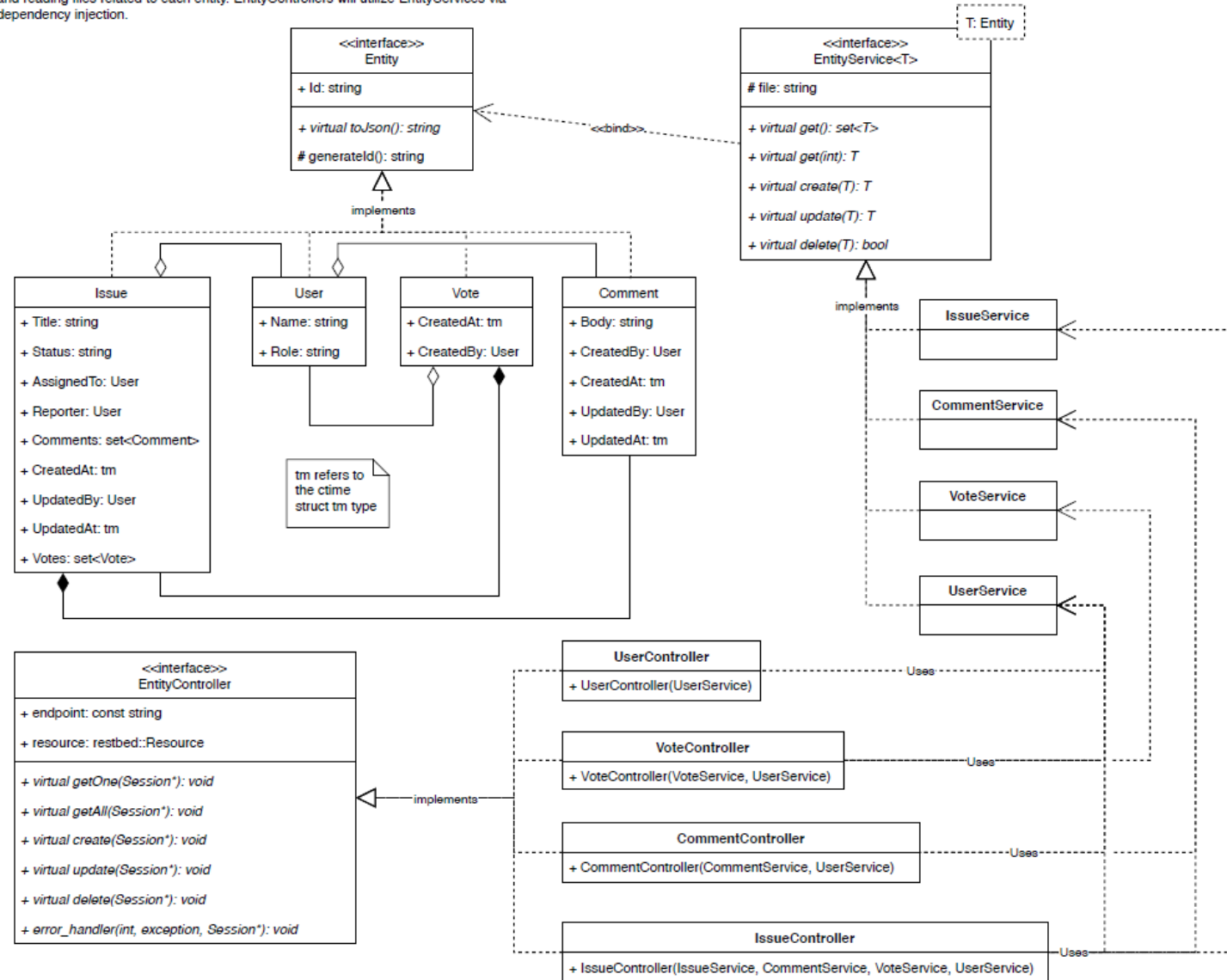
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Jalapenos Issue Tracker

v1.1.0, created October 22nd, 2020

The following diagram comprises the system design for the Issue Tracker system. The Entity models contain all the relevant data fields. The EntityService template class will handle saving and reading files related to each entity. EntityControllers will utilize EntityServices via dependency injection.



Sprint #2 Plan and Goals

Goal	Accomplished?
Get the development environment setup for each team member	Yes
Learn the C++ Restbed framework via reading documentation and making small test applications	Yes
Create sample JSON data	Yes
Get the back-end setup (I.e. try getting a simple GET request working)	Yes
CREATE, READ, UPDATE, and DELETE Users	Yes

Sprint #2 Progress


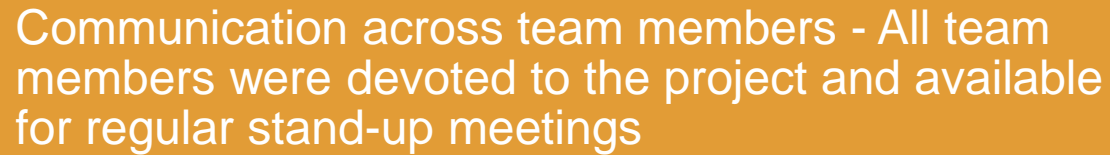
What
worked
well?

What could
be
improved?

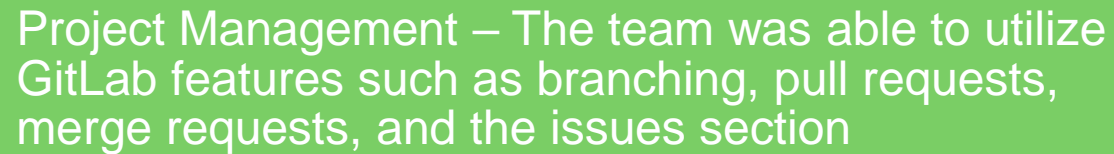
What did
we learn?

What Worked Well?

Communication across team members - All team members were devoted to the project and available for regular stand-up meetings



Project Management – The team was able to utilize GitLab features such as branching, pull requests, merge requests, and the issues section



Adoption of tools and technologies – Team members were able to quickly get on board with the C++ Restbed and JSON libraries for the project



What could be improved?

- Project configuration – So we can make use of CI tools for rapid development
- Timeliness of work – Team was often working till last minute before deadline
- Committing code more often – Keep on top of style, static analysis, and memory leak issues
- Merging smaller features - Takes less time to review and can give feedback quicker



What did we learn?

- Project management for large scale software development projects
- How to utilize GitLab issue boards for agile development
- How to do code reviews
- C++ Restbed and JSON libraries



What are our plans for Sprint #3

- Implement user stories relating to Issues and Comments
- Fix our CI config and pipeline issues
- Design a system for our CLI (bring design forward into Sprint #4)





What will we do differently in Sprint #3?

- Start on tasks earlier
- Divide tasks more evenly amongst team members
- Break tasks into smaller, more manageable tasks, so that code reviews and merge requests are easier to resolve

Thank You!

