

Team Jalapeno Sprint #3 Retrospective



CPSC 3270

November 9th, 2020

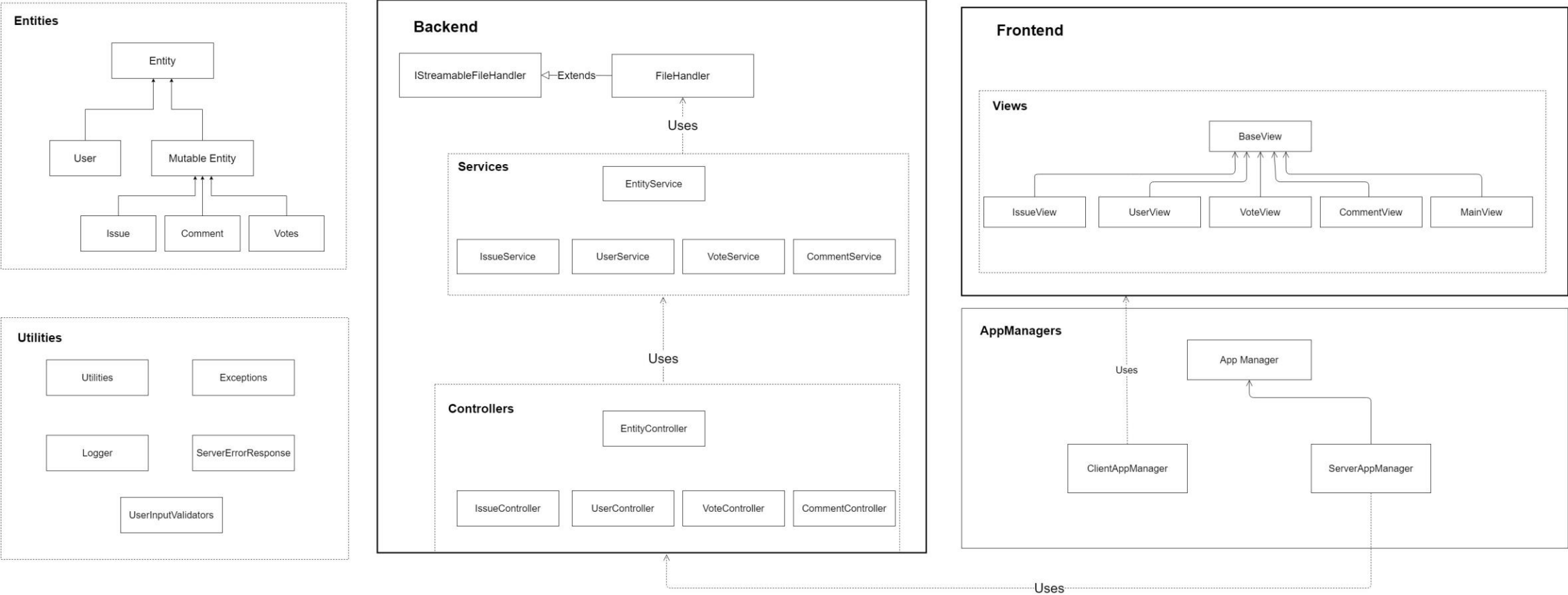
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Jalapenos Issue Tracker

The following diagram comprises the system design for the Issue Tracker system. The Entitymodels contain all the relevant data fields. The EntityService template class will handle savingand reading files related to each entity. EntityControllers will utilize EntityServices viadeependency injection.



v3.0.0, created December 8th, 2020



Sprint #3 Plan and Goals

Goal	Accomplished
Create Issue, Comment, and Vote Entity classes, all subtypes of MutableEntity	Yes
Create IssueService, CommentService, and VoteService, all subtypes of EntityService	Yes
Create IssueController, CommentController, and VoteController, all subtypes of EntityController	Yes
Write tests and mocks for our new Entity and Service classes	Yes
Fix our CI Configuration and Pipeline Issues	Yes
Implement User Stories	Yes
Design an intuitive, user friendly command line interface for our application	Yes
Incorporate NCURSES library for user interface	No
User Roles	No

Sprint #3 Progress



What went well?



What could be improved?



What did we learn?

What Went Well?

Design

- SOLID principles
- SOA

Teamwork & Communication

- Discord
- Mob Programming
- VS Code Live Share



What Could be Improved?

- Staying on top of the project
 - Using Gitlab Issues more
- Better mentoring & collaboration
 - Equal contribution
 - Improved team cohesion



What did we learn?

- Advanced C++ features
 - Function Wrappers, `std::function`
 - Lambda functions
- Importance of good design
 - Easier to extend and maintain code later

Thank You!

