AYDIN ADNAN MENDERES UNIVERSITY

SPRINT REPORTS

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Course: CSE305 - Software Engineering

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Project Name: YurtLife

Aydın Province Dormitory Guide

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SPRINT REPORT I

What functionality does the system have at the end of this sprint?

- Search Dorms
- Search Bar
- Select Categories
- Browse Features of Dorms

List the user stories that you successfully implemented during this sprint.

Search Dorms

The student or one of his/her family members logs in to the website, gathers general information about the dormitories located in Aydin

Search Bar

User searchs for a specific dormitory by name from the searchbar. Browses the results. These features saves time to the user.

Select Categories

User selects the relevant category, male or female dorms, or flats. After browsing the options, clicks on the dormitory they like the best from the pictures.

Browse Features of Dorms

While searching the dormitories, the user can access the details of the dormitories that attracted their attention.

What are the "lessons learned" at the end of this sprint? What would you do differently next time?

- 1. The importance of communication between team members
- 2. The exchange of ideas enriches the content
- 3. Work sharing and time management

Better time management should be done in order to work more on errors that occur in the project. Otherwise, unresolved errors will cause bigger problems in the next sprint.

Provide an updated numbered list of all user stories yet to be implemented; indicate pre- and post-conditions.

1. Search Dorms

Pre - condition: None

Post - condition: User has successfully browsed the site.

2. Search Bar

Pre - condition: None

<u>Post - condition</u>: The search was resulted in a match or the search criteria did not find a relevant dorm

3. Select Categories

Pre - condition: None

Post - condition: The user filtered the results by categories.

4. Browse Features of Dorms

Pre - condition: None

Post - condition: The user displayed the detailed information.

This is not the last sprint:

The following functions will be added to the website in the next sprint.

- ➤ Sign up
- > Sign in
- ➤ Add Favorite List
- ➤ Pre-Registration
- ➤ View/Update Favorite List

SPRINT REPORT II

What functionality does the system have at the end of this sprint?

- Sign-up
- Sign-in
- Add Favorite List
- Pre-Registration
- View/Update Favorite List

List the user stories that you successfully implemented during this sprint.

• Sign-up

Student or one of his/her family members register on the site by entering the required information.

• Sign-in

User logs into the website with their e-mail and password.

Add Favorite List

The user logs in and wants to save an appropriate dormitory for themselves. From the dorm's page, clicks on the "Add to favorite" button, this leads to the log-in page. In this page, unregistered user clicks on the sign-up button. After filling in the information, the sign-up process is completed and the user can access the features of the website.

• Pre-Registration

User logs into his/her account. To pre-register to the dormitory of his/her choice, he/she clicks "Pre-registration". Card information is requested for payment on the page that customer directed. After a valid card is entered, the transaction is completed.

Payment

Already registered user logs in. On the chosen dorm's page, clicks on the "pre-register" button. This leads to the payment page, where they are required to complete the online payment. After providing a valid credit card, the transaction is completed.

What are the "lessons learned" at the end of this sprint? What would you do differently next time?

- 1. The functions of the project should be tested by more than one developer.
- 2. Users' information security must be ensured.

A newly developed project should be open to extensive testing. Otherwise, project development stops and many problems may be encountered. Functions that ensure information security are especially important during the development phase.

Provide an updated numbered list of all user stories yet to be implemented; indicate pre- and post-conditions.

1. Sign-up

Pre - condition: None

Post - condition: The user sign up the website.

2. Sign-in

Pre - condition: None

Post - condition: The user sign in the website.

3. Add Favorite List

Pre - condition: User account exists.

Post - condition: User has succesfully added the dorm in bookmarks.

4. Pre-Registration

Pre - condition: User account exists.

Post - condition: The transaction could not be performed due to incorrect card information or the transaction was completed successfully as all information entered was correct.

5. Payment

Pre - condition: User account exists and "favorites" has items in it.

Post - condition: The user was succesfully directed to the payment page.

This is the last sprint:

Sprint 2 is the last sprint in this process. The project will continue to be developed according to the needs and feedbacks. Now the Admin panel is seen as a requirement and will be worked on.