Sprint 1 Retrospective
Team 21 - Transforming Drainage Project

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What went well?

We were able to successfully complete all our user stories. Even though there were not a lot of user stories, it still took the full allotted time for the sprint to complete all the user stories, and this was due in part to the fact that we had to learn not only javascript, node js, and html, but we also had to learn how the previous team set up their code to interact with each other so that we could incorporate our code with theirs.

The following are the user stories that were completed:

- As a user, I would like to be able to locate and navigate to the results of the mass database calculation
- As a user, I would like to be able to view the results of the mass database calculation as a map
- As a user, I would like to be able to compare the map results with mappings directly from the database
- As a user, I would like to interact with the results of the mass data calculation and comparison map
- As a user, I would like to be able to see what the map output means in a clear way

What did not go well?

There were parts of some user stories (mainly user stories concerning the user interface) and their acceptance criteria that were not really met completely because the implementation for what was going to be graded changed. This could have been resolved before the sprint began with more communication between the group members, and more specifically, communication between the members assigned to the front and back end. Also, the setup for making local copies of the code and website for us to work on individually took more time than anticipated, which slowed us down, and compiled with us having to learn all of the languages that we needed to use, it put us behind at the start of the sprint. Also, even though all of our user stories are complete, there were consequences that need to be handled immediately in the second sprint; for example, we did not anticipate the mass data calculation to make a .json file that is over 1 MB in size, which may cause issues if we don't compress the size before sending it over a network. This has to be resolved before we can move on.

How should you improve?

- Debug together, in person

    - In the beginning of the sprint, when we came across a problem we would individually work until that issue was resolved. We later discovered that by simply asking another team member to take a look at the code on the repo, the issue was resolved much faster, as a second set of eyes and a new perspective can make a huge difference. Furthermore, when debugging our major features, we met in person and constantly threw out new solutions that ultimately helped us reach our goal. We later realized that the in-person debugging was much more effective than just examining the repo. In the sprints to come, we will definitely take advantage of this and hopefully spend much less time fixing issues that could be trivial.

- Communicate with our stakeholders more
    - This is really more for the sake of keeping our stakeholders up to date with what we are doing, which we did not do at all during the course of sprint 1. While this was not really an issue, it is still good practice as it is expected in the real world and should therefore be emphasized more. Also, if an issue ever arises where the stakeholder needs to clarify, it will make it easier to resolve if they are well informed.

- Continuing to understand the previous team's code
    - Even though we were able to use parts of their code to help create our code, there are still a couple areas of their code that we are uncertain as to how it works/its purpose. Continuing to try to understand and process their code may help us later if we run into issues that may have been already solved, but we were not able to understand the solution.