**Sprint Report Document**

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**1. Sprint Planning Meeting - 4/08/2015**

**1.1 Sprint Backlog**

The sprint backlog is located in the Microsoft Project Plan document which can be found in the team's Git repository.

**2. Sprint Review Meeting – 4/15/2015**

**2.1 Customer Demo**

The purpose of this project is to develop an Android app that performs network evaluation with the open source tool iPerf3, and put iPerf3 in a framework that stores results from iPerf measurements together with information fetched from Android environment.

**2.2 Stakeholder Involvement Review**

Team meetings were held every Friday at 8:30 AM at the NDSU Research and Technology Park. Meetings with Mentor were also scheduled for every Monday or Wednesday morning at 8:00am. Additional team meetings occurred spontaneously as needed to work on developing the prototype or working on documentation. Presentations to the class and a meeting with Dean Knudson kept them in the loop about the progress and plans for this project. Apart from this, further clarifications were done using email. Consequently, the level of involvement is considered to be adequate.

**2.3 Data Management Review**

Data management through git seems to be working ok, all teammates can access the source code files.

**2.4 Requirements Review**

At weekly meetings, project requirements and progress were evaluated. Only a few small changes to the requirements were made when we considered the more details about our project and the suggestions that mentors provided.

**2.5 Progress Review**

We spent a lot of time familiarizing ourselves with Android Studio, but the Android Native Development Tools did not contain debuging tools so that we have to do the debug in a different IDE which increase the development time. To prevent future problems, we decided to use Eclipse instead of Android Studio. Additionally, the mid-term presentation was done and documents were handed in time. Meanwhile, the team has finished compiling C code on Android Devices and we are doing some final debuging for the C code. And the work on Database and GPS are almost done. We add more details like charts choices and setting choices to enrich our program.

**3. Sprint Retrospective Meeting - 4/27/2015**

**3.1 Top Highlights**

* The mentor shipped the Android phone to the team and it arrived safely.
* The team has finished compiling C code on Android devices and we did some final debugging for the C code.
* The code was running successfully for the final presentation.

**3.2 Top Lowlights**

* Some meetings with mentor were canceled due to holidays.
* Some teammates could not show up at the weekly meeting due to other classes and schedules
* The Android Native Development Tools did not contain debugs tools so that we had to do the debugging in a different IDE which increased the development time.
* To prevent future problems, we decided to use Eclipse instead of Android Studio.

**3.3 Reflection on Improvements**

Almost all of the issues have been done, just some small problem need to be fixed and improved.

**4.**

**4.1 Recommendations for Future Projects**

The biggest recommendation we would give is to meet often with your group so you all know what’s going on and you hopefully get more done. Similarly, meet with your mentor(s) every week and sometimes twice a week if you need to. Just try not to put off or cancel meetings with mentors or group members as often as possible. Also try not to leave a lot of work in the last few weeks.

**4.2 Project Size and Effort Estimates**

**4.2.1 Size Estimates**

|  |  |  |
| --- | --- | --- |
| **Metric** | **Estimate** | **Actual Size** |
| SLOC | 2000 lines | 3015 lines |
| Classes | 10 classes | 17 classes |
| Modules | 1 modules | 4 modules |
| Help Document | 20 pages | 20 pages |
| User Story Points | 120 points | 140 points |

Most of the estimates were close to the actual. The estimates may be slightly off, because we had to use source from iPerf3 git directory and there was a lot of C code from there. We were able to trim much of it and use what we needed, but we also had to create our own java code for the app.

**4.2.2 Effort Breakdown**

|  |  |
| --- | --- |
| **Project Area** | **% Effort** |
| Training | 5% |
| Requirements | 15% |
| Design | 15% |
| Coding | 30% |
| Testing | 25% |
| Mid-term and Final Reports | 10% |