Oakland Inconvenience Tracker

Sprint Review Report

Sprint 2

1.0

11/7/18

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Software Engineers

Prepared for

CS 1530

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# Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Description** | **Author** | **Comments** |
| 11/6/18 | Initial Creation | Dylan Sporrer |  |
| 11/6/18 |  |  |  |
| 11/7/18 | Final Version | Dylan Sporrer |  |
|  |  |  |  |

# Document Approval

The following Software Requirements Specification has been accepted and approved by the following:

|  |  |  |  |
| --- | --- | --- | --- |
| **Signature** | **Printed Name** | **Title** | **Date** |
|  | Dylan Sporrer | Software Eng. |  |
|  | David Rowan | Software Eng. |  |
|  | Brandon Donahue | Software Eng. |  |
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# 1. Introduction

The primary goal of this sprint was to begin to create the individual actors of the system but not the links between these actors. Each story covers the development of one of the primary actions of the system, namely: the class responsible for allowing users to enter listing information, the live map which displays listings, and the database communicator class which translates information to and from the database which supports listings and profile information.

Of the planned stories, only the creation of the database communicator was not completed. An unexpected degree of complexity arose during work on the story, halting progress until the actor’s exact specifications can be addressed in the next sprint. The other stories were completed with only minor issues.

In meeting a majority of its goals, this sprint has transitioned the project into a stage in which early forms of user-side actions can be carried out. Going forward, the development team can begin to link the systems which allow these actions together and develop test suites to explore the resulting system for faults.

# 2. Specific Goals

***2.1* Create Listing Submission Class (SID: 05)**

***2.1.1 Story Description:***

This story covers the creation of a user interface to allow for the input of listing information and the class which collates and communicates these inputs to the database communicator

***2.1.2 Story Acceptance Criterion:***

This story is considered complete when a user can input a complete set of listing information and see this information reflected in a JSON file capable of being read by the database communicator

***2.1.3 Story Dependencies:***

This story has no dependencies

***2.1.4 Story Challenges:***

Uncertainty in where to handle the collation of inputs (whether in the HTML file or in a separate driver) gave initial pause in the process of this story

***2.1.5 Story Assigned to:*** Dylan Sporrer

***2.1.6 Story Points:*** 1

***2.1.7 Status:*** Complete

***2.2* Develop Live Map Display of Listings (SID: 06)**

***2.2.1 Story Description:***

***2.2.2 Story Acceptance Criterion:***

***2.2.3 Story Dependencies:***

***2.2.4 Story Challenges:***

***2.2.5 Story Assigned to:*** Brandon Donahue

***2.2.6 Story Points:***2

***2.2.7 Status:***

***2.3* Database Communicator Class (SID: 07)**

***2.3.1 Story Description:***

This story covers creating a class to create a database connection string that connects to the amazon RDS database, allowing for other classes to be built upon it for easy database manipulation. It also entails the creation of the basic set of these classes.

***2.3.2 Story Acceptance Criterion:***

This story is considering complete when one is able to connect to the database with a OK status and it is possible to accept data from the user interfaces as well as the database.

***2.3.3 Story Dependencies:***

Dependent on availability of AWS RDS SQL Server Services

***2.3.4 Story Challenges:*** Difficulties using the selected toolset to achieve the desired goals as well as a greater depth of complexity than was initially expected lead to disruptions in the story.

***2.3.5 Story Assigned to:*** David Rowan, Adam Farabaugh

***2.3.6 Story Points:***3

***2.3.7 Status:*** Incomplete

# 3. Analytics

## 3.1 Sprint/Product Burndown Chart (sample chart shown below)

## 3.2 Sprint Velocity (sample chart shown below)

# 4. Conclusion

This second sprint was able to be partially completed thanks to the foundation established in the previous sprint, but it was not without issues. The development team consensus is that a lack of thorough communication between members working on somewhat disparate systems has resulted in some stories having over-lapping scopes. To avoid this problem, the next sprint will focus heavily on the integration of existing systems, ideally resulting in a product which carries out the primary function of the design from start to finish.