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** |
| 11/20/18 | 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. |  |
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# 1. Introduction

This sprint’s primary goal was to complete the disparate actors developed in Sprint 2 and connect these actors together into a system which can carry out the main functions of the project. To this end, the stories covered in this sprint were: making the backing SQL database more robust with a set of triggers and procedures, [Story 2], [Story 3]

Of the planned stories, the database robustness as well as [Story X] were completed. Additionally, the image storage solution applied to listing class developed in Sprint 2 was found to be untenable and thus the image capabilities of the map and listing system were cut from the final project.

While this sprint met a majority of its goals, it also revealed weaknesses in a previous sprint solution and led to a decrease in project scope. Ultimately, a fully connected system did not result from the sprint, but the project was moved closer to this goal and the individual actors started in sprint 2 were finalized. With this progress, the next and final sprint will be able to complete the actor integration and cover testing of the system.

# 2. Specific Goals

***2.1* Develop Database Triggers and Common Procedures (SID: 08)**

***2.1.1 Story Description:***

This story covers the creation of several triggers and procedures which will make the SQL database which stores listing, user, and tag information more robust.

***2.1.2 Story Acceptance Criterion:***

This story is considered complete when triggers and procedures to remove irrelevant listings, update user listing counts, and connect listings to the correct tags are written, implemented and tested in the database.

***2.1.3 Story Dependencies:***

This story is dependent on the existence of the AWS SQL database and requires that a definite form for user, listing, and tag data input be understood

***2.1.4 Story Challenges:***

No major issues arose during this story

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

***2.1.6 Story Points:* 2**

***2.1.7 Status:* Complete**

***2.2* Developer Database Class to complete queries to the database**

***2.2.1 Story Description:* Create a Db class that connects to the db and inserts and modifies data**

***2.2.2 Story Acceptance Criterion:* Have class that successfully completes queries in a normalized way.**

***2.2.3 Story Dependencies:* Dependent on the completed of the Db schema and have the Db up and running.**

***2.2.4 Story Challenges:* Diagnosing connection issues and ensuring it is designed in a professional way.**

***2.2.5 Story Assigned to: David Rowan and Adam Farabaugh***

***2.2.6 Story Points:*** *5*

***2.2.7 Status:* Mostly Completely, minor alterations needed.**

***2.3***

***2.3.1 Story Description:***

***2.3.2 Story Acceptance Criterion:***

***2.3.3 Story Dependencies:***

***2.3.4 Story Challenges:***

***2.3.5 Story Assigned to:***

***2.3.6 Story Points:***

***2.3.7 Status:***

# 3. Analytics

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

## 3.2 Sprint Velocity (sample chart shown below)

# 4. Conclusion

This third sprint did not quite achieve its goal of creating a fully functioning system in need of only testing and polish, but it did come very close and ensured that any reductions of project scope would affect only cosmetic features. In the upcoming final sprint, the team will complete the integration of systems and test that all core operations can be carried out without error. Aesthetic improvements will only be covered if this primary goal is completed with development time still available.