

Sprint 3 Retro 18/10

What was done / What went well?

- User can Add and Edit their items.
 - User can now Upload images along with their items
 - Each image will be compressed before being uploaded to the server
 - Access to items is restricted to only the owner of the item
 - User can enter an items location
 - User can view an items location on the map
 - User can search, sort and filter their items
 - Tag search
 - Users can sign up and login
 - Styling of the webpage
 - Page Navigation
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- We all spent more time/effort on the project
 - We managed to work around bottlenecks (where subsequent tasks of >1 person were contingent on one person's code)
 - Coordinating times to work on shared tasks was much improved and communication response times by everyone was much quicker
 - Trello was used more frequently

What we could have been done better?

- Better time management with conflicting deadlines from other subjects
- Do more documentation in real time, as opposed to in retrospect
- Better initial setup of files for git to ignore to make management of npm on different machines easier to handle - only discovered this issue halfway through the semester
- Managed to debug issues quicker through previous exposure to libraries and frameworks
- Better understanding of how long different jobs tend to take (through experience)

What do we want to try next to improve?

- More attention to documentation and ensuring code is easy for outsiders to interpret and pick up
- More realistic planning and budgeting of time

- Better initial allocation of tasks to different team members making it easier for people to work through problems and bugs