
CS 192 AY 2014-2015 Lessons Learned Report

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Project Name: Planimal

Client: Cyan Worm

Sprint Number:2

1. What were the main lessons your team learned in this sprint?

a. We learned that in order to create a successful and working app, we need a broader knowledge on the Android platform and on the Android Studio tools in addition to programming knowledge.

b. We learned that testing the app on different machines is very helpful in ensuring that the app works properly and checking if there are still existing bugs in the program.

2. Describe one example of what went right in this sprint.

We were able to easily implement the auto-delete task function whenever the task expires.

3. Describe one example of what went wrong in this sprint.

The edit function did not work at first. The changes made using the edit button were not saved. The fields of the tasks edited become blank instead of changing into the information provided by the user. Also, running the program yielded different results on different machines even though we ran the same codes.

4. What will you do differently on the next sprint based on your experience working on this current sprint?

In the next sprint, we would always keep in mind to put descriptive comments on our code, so that it would be easy to understand the what each part of the code does.