IFB299 Final Presentation Feedback:

UI Design Insights:

* Search Functions
  + Add more elements to refine function
  + Allow searching by category and multiple keywords
  + Use of spacing keyword such as “AND” and “OR” to refine search with multiple keywords (alternate approach).
* Login Function:
  + Include both customer user not just employee user
  + Create account page still to be implemented
  + Only have one current account (username: mhq password: 123)

Github Editing Points:

* Code Quality
  + Go through all python and sql files to ensure code quality is at a maximum.
    - Thorough and high-quality comments
    - Correct spacing and formatting
* Commit History
  + Make sure commit history is accurate and shows individual team members contribution

Testing:

* Test Case
  + Write more and better simplified test cases
  + Cover entirety of functioning project
* Unit Testing
  + Implemented unit testing
* Manual Testing
  + Being manual testing of completed test cases

User Stories, Gant, Burndown:

* Stories completed
  + 13 user stories in total
    - Implemented Fully: 6
    - Implemented Partially: 1
    - Not Implemented: 6
* Hours and points done
  + 41 story points completed.
  + 43 estimate hours of work completed in terms of planned user stories.
    - User Stories took far greater amount of time to complete then expected.

COMPATABILITY COMPLICATION:

Main issue of the presentation was our groups inability to make the project cross compatible between mac and windows, as the main programmer made the project using a mac. The next stage of the project would be to implement it on windows and install it onto the Microsoft Virtual Machine which has the MySQL database installed. This would allow the project to be fully implemented in a rapid timeline, most likely fully implemented by the end of Sprint 3. The burn down chart displayed in the final presentation was based on the basic prototype made on the Mac, if the project was compatible it would make the implementation of the rest of the user stories very streamlined and achievable by the end of Sprint 3.

Overall Review of SCUM:

During Sprint 1 the team was meeting every second week and was finding that satisfactory. However, it quickly became apparent during the final stages of Sprint 1 and the beginnings of Sprint 2 that the team would need to be meeting more often and for longer to get more work done. The transparency and communication in within the team was always of a high quality and ideas and suggestions were always meet with open-mindedness and useful constructive criticism.

While the planned user stories and tasks set were not all completed, the team felt confident that barring any further complications and if the current issues were resolved quickly. The final task and not fully implemented tasks could be completed very quickly during Sprint 3. Although the team was faced with many challenges throughout the projects course, we adapted to the issues and changes well, always helping each other with any and all problems we faced.