

Development process

Last edited by [Khoa Nguyen](#) 1 year ago

This page will reflect our development process and what we have done thus far (in 4 sprints) while highlighting the changes made in our project plan.

Development process

We finished a total of 4 sprints on this process. Here is a recap of the previous progress. We developed the product based on features, starting with the most important ones.

[Sprint 1](#)

- We wanted to design and implement the backend + prototyping the item creation and timeline/calendar. We decided that these are the 2 most essential features in the system - since the bullet journal app wouldn't be functional without these features - so we chose to develop them first.
- Our first sprint ended with a total of 5 issues completed. We completed the prototyping of the application during this sprint and partially developed the backend for the planned features.

[Sprint 2](#)

- Wrapped up the backend for item creation and timeline/calendar.
- Developed the front-end for those features.
- Start prototyping + develop the back-end for the next feature: task tracking

[Sprint 3](#)

In this sprint, our client urgently requested to integrate some new gamification elements into our product. These features aim to enhance user engagement and incentivize task completion within the product. As a result, we had to react to these changes and update our roadmap + prioritization to roll these new features out as soon as possible. Here are the changes made to our initial plan:

- Added new gamification features: [#80 \(closed\)](#), [#95 \(closed\)](#), [#102](#).
- Changes the priority of some of the previous `prio:critical` features to `prio:high` , and `prio:high` to `prio:medium` and moved them back into latter sprints: [#20](#), [#47](#), [#18](#).
- Adjusted milestones and issues board timelines in GitLab to reflect the new prioritization.
- Scrambled tasks and priorities within the team to accommodate the rapid integration of gamification features.
- Collaboratively worked to streamline development processes and optimize resource allocation for the timely completion of the specified features.

We also decided to outsource our development process to an external team. As a result, some changes were made to our requirements and issues descriptions:

- Revised project documentation to include details about the new gamification concepts and their importance to the project's direction.
- Updated acceptance criteria in GitLab tickets to align with the outsourced development plan, ensuring clear communication of development requirements to external teams.

These changes significantly impacted our schedule and development priorities - especially regarding scoping adjustments to try and release as many of the new gamification elements as possible. However, we believe that with these newly integrated features, we can boost users' engagement with our application and increase our client's revenue.

[Sprint 4](#)

In this sprint, our primary focus is developing and testing the new views for gamification elements. We aim to create an MVP to hand over to the outsourced team. We've made adjustments to our sprint planning, prioritizing gamification features while maintaining a balance between workload and quality assurance. Collaboration and continuous improvement remain at the forefront as we strive to deliver a quality product to our clients.

Our workflow and estimation accuracy have improved with each sprint, as reflected in our more linear burn-up chart. This progress demonstrates our team's commitment to delivering a top-notch bullet journal app that meets both user needs and client expectations.

However, we didn't have enough resources to complete this sprint's newly declared gamification features. As a result, we decided to move [#102](#) to the next sprint 5. We think the point shop is not as crucial as the check-in and achievements system, and we would need to have these 2 features in place to spend the points in the shop anyway.

Changes made in the [Project plan](#)

- Include the new gamification features to be released in the roadmap.
- Our reasoning for why these new gamification elements should be the highest priority.
- Move some features with lower priority to later releases. Update requirements and acceptance criteria on issues accordingly.
- Refine the scope and goal of Iteration 4 since it's clear what changes we must make.
- Refine the scope and goal for Iteration 5 since some lower priority features have been moved here (namely Sprint 5).

- Define the work to be done in future iterations/releases.

Comments