Sprint 1

Last edited by **Khoa Nguyen** 1 year ago

The first sprint of the implementation process. In this sprint, we wanted to design and implement the backend + database for the service while also designing the GUI for some features. We decided that these are the 2 most important features in the system - since the bullet journal app wouldn't be functional without these features - so we chose to develop them first.

Sprint goal

1. Design the interface prototype for features #17 (closed) and #21 (closed). We decided that these two features could be combined into one "creational task", so we designed the Figma prototype for both.
2. Design the interface prototype for feature #16 (closed).
3. Implement the backend #75 (closed) and #34 (closed). These are the backends needed for the above features - item creation and timeline/calendar. In this sprint, we want to create quality prototypes to serve as the groundwork for implementing the whole system. While doing so, we were

Sprint planning

Of our highest priority features (those with the label `prio:critical`), we decided that the item creation and timeline/calendar feature should be the most important since they are the backbone of a bullet journal/task tracking application. As a result, we picked those to start developing in this sprint. The development process starts with designing the prototype in Figma and implementing the backend. Since we have 4 members in our team, we decided to split our resources - 2 will focus on the backend, and 2 will work on the prototype design.

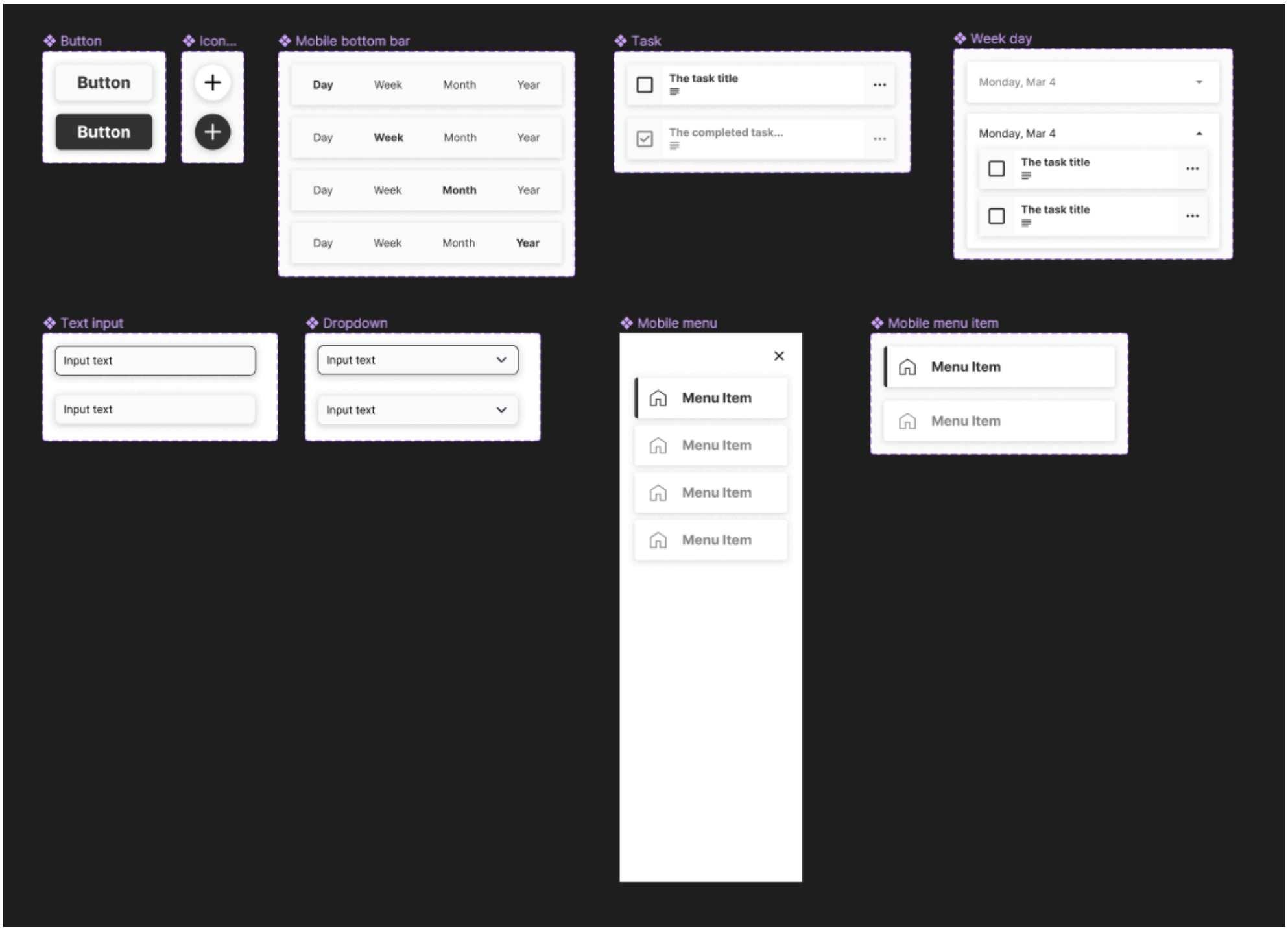
Thus, we selected a total of 7 tasks for this sprint 1:

- For the design of the task creation prototype: #25 (closed), #26 (closed), and #74 (closed)
- For the design of the timeline/calendar prototype: #31 (closed) and #32 (closed)
- For the backend of the task creation: #75 (closed)
- For the backend of the timeline/calendar: #34 (closed)

Sprint result

Of all the tasks, we finished 5 of the design tasks and had to move the 2 in-progress backend implementations into the next sprint:

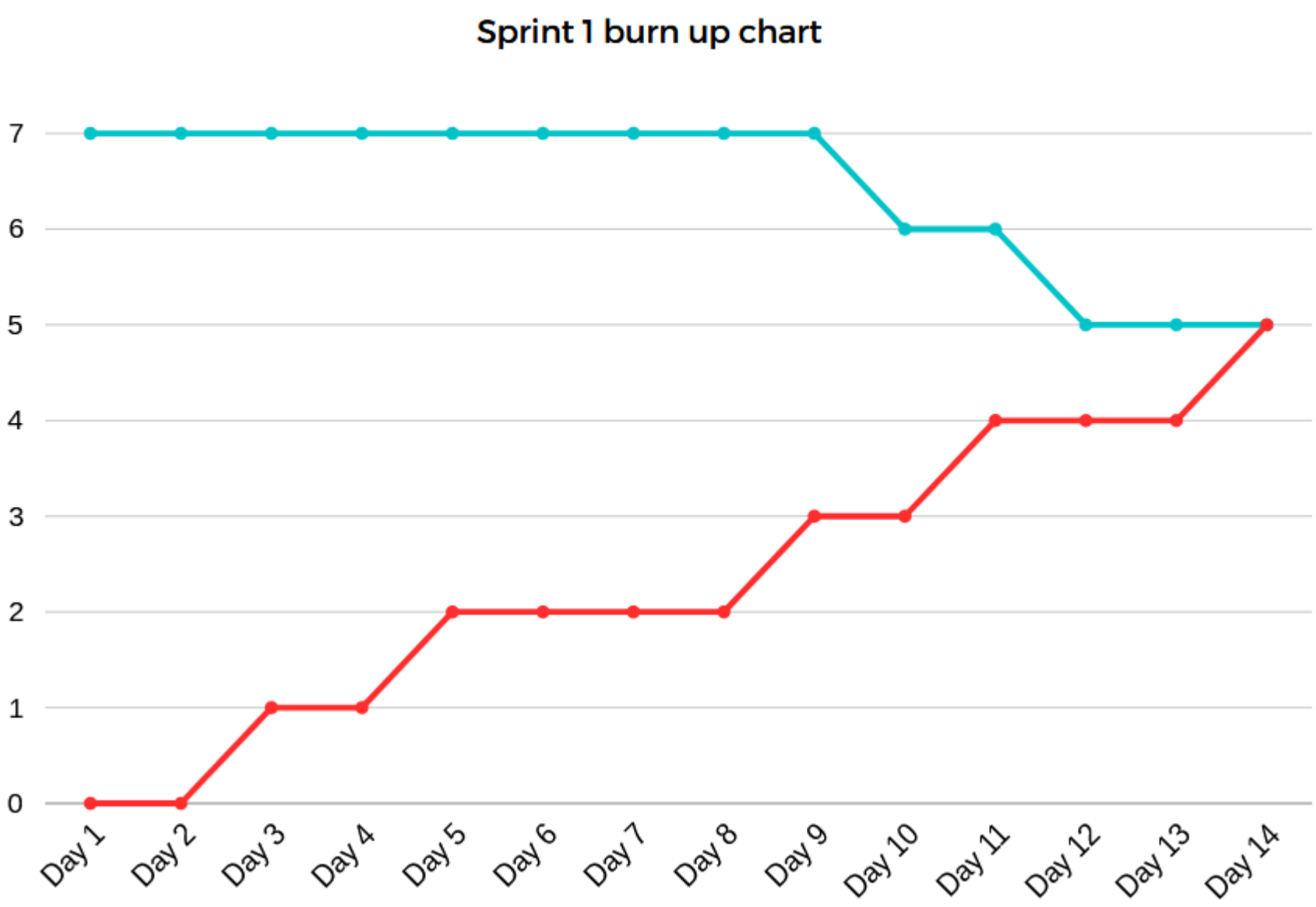
- Here is our Figma prototype for the design tasks. We used a mobile-first approach, so our prototype is now a mobile application. We finished the basic navigation and defined a component library to make our design more cohesive.



The prototype works with the required features, enabling overlays/navigating to the correct views to show the calendar. It's minimal for now, but we believe this is a solid foundation to continue working on for future sprints.

- We have defined the database schema for the features and defined the relationship between our database entities. However, we didn't have time to implement all the endpoints completely, so we had to move them to the next sprint.

Here is the burnup chart for this sprint - the y-axis represents issues, and the x-axis represents weekdays. Our sprints are 2 weeks long, so there are 14 days each.



The initial scope of the sprint started at 7 issues, but as the sprint progressed, we realized we didn't have enough time to complete everything. As a result, we decided to focus on the UI design prototype and move the backend implementations to sprint 2, narrowing down the scope. Thus, our sprint ends with a total of 5 issues completed.

The implementation for the backend was more complicated than our initial scope (mostly because of the complex relationship between entities), so we couldn't complete it in time. In the future, it would be better to divide the bigger, more complicated tasks into smaller pieces, which would help with more accurate sprint scoping.

Comments