

Sprint Period:

27.11.2023 - 10.12.2023

Team Overview:

- Radu (Lead Android Developer)
- Eduard (Android Developer)
- Cosmin (Android Developer)

Planned backlog items:

- Storage liberation and storage access
- UX and info screens
- UI rework
- Parallax effect

Implemented backlog items:

- folder synchronization

Implemented user stories:

- saving games in a user accessible folder, for easy files backup, copy-pasting and modifications

Items added after start:

- improve joystick handling

items removed before end:

- none

backlog items pushed to future sprint:

- UX and info screens, UI rework, parallax effect

User stories covered in this sprint and their acceptance criteria:

Storage liberation and access:

- As a user, I want to be able to access all of my save files from a folder I created, not the default Android/data folder which is inaccessible to most file managers out there.
- Acceptance criteria:
 - folder synchronization: The app should be able to sync folders. When a new file is added to the synced folder, it should automatically appear in the other synced folders. Similarly, changes made to a file in one folder should reflect in all other synced folders.
Given a user has created a folder within the app for storing save files
When the user adds a new file to the synced folder
Then the file should automatically appear in all other synced folders and changes made to a file in one synced folder should be reflected in all other synced folders

- file accessibility: The files saved in the synced folders should be easily accessible by the user. This includes being able to open, read, and modify these files without any restrictions.
Given a user has created a folder within the app for storing save files
When the user attempts to access the saved files in the synced folders
Then the user should be able to easily open, read, and modify these files without encountering any restrictions
- modifications: Users should be able to rename, delete, move, or modify files within the synced folders. Any such modifications should reflect in all other synced folders.
Given a user has created a folder within the app for storing save files
When the user renames, deletes, moves, or modifies files within the synced folders
Then these modifications reflect in all other synced folders
- error handling: The app should handle errors gracefully. For instance, if a file cannot be copied due to insufficient space or lack of permissions, the app should notify the user and continue with the remaining operations.
Given a user interacts with the app to perform file operations within the synced folders
When an error occurs such as insufficient space or lack of permissions during copying
Then the app notifies the user and proceeds with the remaining operations
- performance: The app should ensure that the synchronization process does not significantly impact the performance of the device or slow down other operations.
Given the app is synchronizing folders
When ensuring performance
Then the synchronization process should not significantly impact the device's performance or slow down other operations

Sprint review:

In this meeting we realised that it's going to take longer than anticipated to finish the MVP. Even though we managed to finish the storage access and liberation feature, we concluded that because of lack of time, we should drop the UI/UX info screens features, at least until the last sprint.

Everything seems achievable, but we are starting to feel constrained by time because of job and other courses.

Sprint retrospective:

What went well:

- Team members are getting familiar with each other and it's becoming easier to give sincere feedback.

What went not so well:

- Because of job and other courses responsibilities, it's hard to be productive.

Improvements:

- For the future sprints, we'll have at least one dev (the one with the most loaded schedule) who will only do code reviews.