11/13 – Sprint 4 Reflection

For this sprint, the burndown chart was a much better representation of how the group’s time was used as the members got more used to working with the system and getting more active in using Trello as a whole. However, this sprint still has merging issues because of how the responsibilities were split up; merging the work made it clear that the interaction between pieces needed extra work to integrate smoothly. Issues from previous sprints persisted such as a lack of clarity in what exactly was causing merging issues. Although team members were effective in attacking merging bugs, a multitude of issues that were hard to find were caused by merges not interacting correctly.

The code analysis shows that the cyclomatic complexity and the class coupling each only increased by roughly 10% which is much lower of an increase than previous sprints. Certain individual items had very slight increases in each field; the overall stats increased due to additions such as new abstract classes, which streamlines coding from a development perspective.

Looking ahead: the project’s systems are set up to enable easy additions of new content that works in similar ways as current content. Expected issues lie with potential refactoring of the already complex systems to add new, possibly even simple, functionality that did not originally belong to the project.

A screenshot of a graph

Description automatically generated