

# Sprint 3 Retrospective - CMPS 115 – Software Methodology

## **Sprint 3 Review**

(app name) SPACE

(team name) Team Voyager

Sprint Start Date: Nov 7, 2016

Sprint Due Date: Nov 23, 2016

## **Work completion rate**

- User stories completed: 4
- Work hours completed: 20 hours/person
- Days during sprint: 3-4 days/week

## **Actions to stop doing:**

The actions we need to stop doing so much independent work, start doing more group programming sessions.

## **Actions to start doing:**

We should look out for errors or warnings with the features when using the mobile application. Also, we could start using continuous integration because it will allow us to find bugs quicker and we will know which component is broken by new code.

## **Actions to keep doing:**

We should keep doing unit testing of the application to make sure all the features are working as they are designed. Also, we should keep meeting 3 times a week after class. This allows us to know the user stories' progress or finished in a scrum meeting. We also can find out what new problems or errors and what has been stopping us from making progress. We should keep using branches to work on the new features instead of pushing it to master.

## **Work Completed**

- 1 - As a user, I want to be sure nobody can check me out of my spot, because that would cause issues with payment
  - Remove buttons depending on the user (1 hour)

- 1 - As a user, I want an app that feels consistent when using it, because I hate when apps don't function the way I expect it to.
  - Disable swipe back gesture for navigate pop (1 hour)
- 1 - As a user, I want to only be able to check in to the spots of other posters so that I do not accidentally check into my own spot.
  - Compare the creator of spot to the current user (1 hour)
- 2 - As a user I want the app to track how long I have been checked into a spot, so that I can make correct payments
  - Put a timestamp of when checked in (2 hours)
  - Put a timestamp of when checked out (2 hours)

### **Work not completed**

- 3 - As a user I want the app to work on my mobile platform of choice, because I want to be able to use the app regardless of my preference.
  - Add code for native APIs like maps in iOS (10 hours)
  - Fix textInput fields in iOS (10 hours)
  - Add vector icon dependency to iOS (10 hours)
- 2 - As a user, I want to be able to filter out listings so that I can find a space based on my needs
  - Do a firebase query based on the location the user entered (3 hours)
  - Filter the results and display the results (3 hours)