

Sprint 2 Review

WhatNow - Android Application

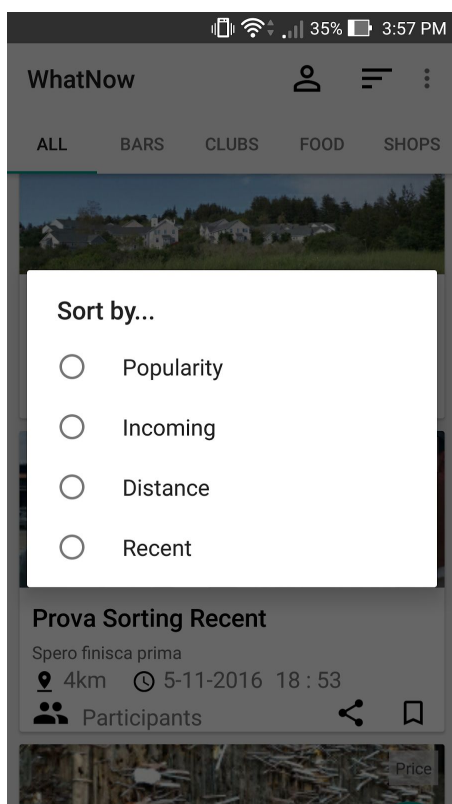
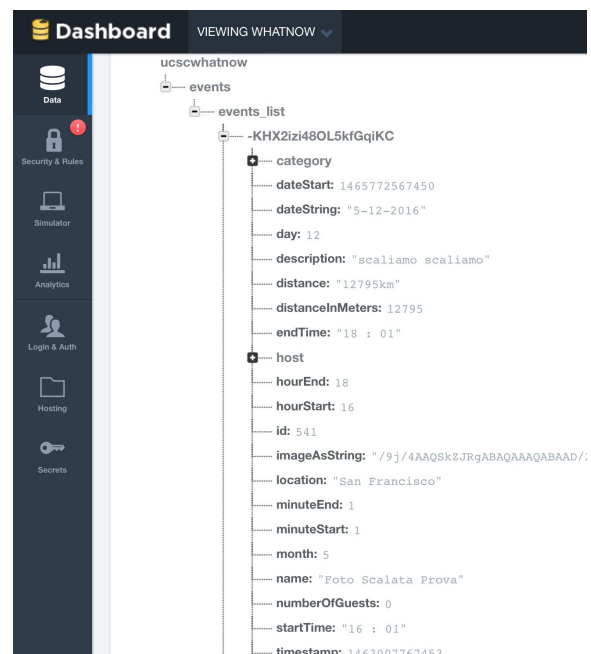
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Here are the User Stories we planned to implement for Sprint 2. They are followed by a brief description of what was implemented and what still needs to get done in order to 100% complete them. Then there is a consideration about still needs to be done, followed by the burnup chart and an analysis of it and what was done.

The Sprint Retrospective follows with start/continue/stop and a comment on the changes that will be introduced.

1. Post an event (to server) - As a host, I would like to post an event.

- This story was implemented successfully, the events are saved on Firebase and can be seen from the app. Updates on either end appear in real time.
- To do: the app now downloads all the events from the server and not only the ones nearby.



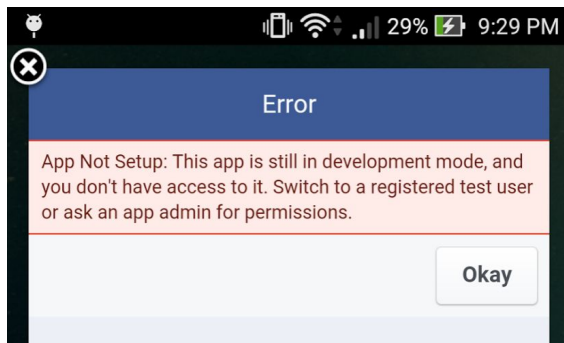
2. View profiles - As a guest, I would like to navigate other guests' and hosts' profiles so that I can decide where to go.

- This is still a big work in progress, there are a few issues with the Facebook login which is the source we planned to use to retrieve the profile information.
- To do: get Facebook login working properly, then getting the information from there should not be very long.

3. Sort events - As a user, I would like to sort events by categories.

- This was successfully implemented as we can now sort the events by 4 different criteria and see them split into the various categories.
- To do: N/A

From previous Sprint: Log in - As a user, I would like to be able to log-in to access user profiles.



- This part is not fully integrated in the app yet as there are compatibility issues and the Facebook part does not allow to log in yet due to a developer account problem.
- To do: Integrate the Google login with the app, decide whether to continue trying fixing the Facebook part or stick with Google only.
- This is going to be the priority for next Sprint as

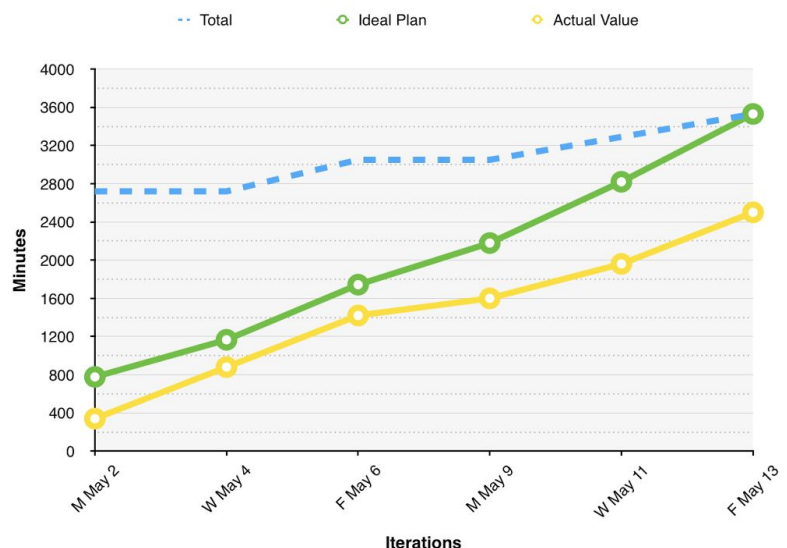
most of the features not implemented in this Sprint 2 rely on it.

Considering that we are a bit behind with a few tasks and stories, we might have to drop some of the most time consuming features that we planned to include at the time of our Release Plan. For example filling the event list automatically with events taken from third party apps (Facebook, Google events, etc.).

Burnup Chart

Burn-Up Chart Sprint #2

Date	Iteration	Total	Ideal Plan	Actual Value
F Apr 29	1	2720	389	0
M May 2	2	2720	777	340
W May 4	3	2720	1166	880
F May 6	4	3050	1743	1420
M May 9	5	3050	2179	1600
W May 11	6	3290	2820	1960
F May 13	7	3530	3530	2500
TOTAL			3530	



The graph shows that we are behind the schedule. We can see that a problem we had was planning the tasks at the beginning of the sprint: the blue dashed line shows the target which was increasing almost every time. The target was often updated as we had to add many tasks during the sprint. For the most part they were tasks related to fixing problems and integrating different parts, that could not properly be predicted at the beginning of the sprint. However, the biggest problem is always having everyone working for a decent amount of time in between each iteration/scrums meeting. The gap between the ideal pace and the the group pace is not huge but still consistent.

Sprint Retrospective

Start:

- Pushing small changes to Git more often.
- Pull and work from Master branch.
- Test more often and more thoroughly.
- Everyone must have the application updated.
- Everyone must have a decent understanding of the progress level, what is done and what needs to be done.
- When working, everyone should branch from Master, work on that (WorkBranch), branch a TestingBranch from WorkBranch, merge Master into TestingBranch and after testing it, merge it into Master after talking with the others.
- Everyone should work on the project as much as possible.
- Email Grace earlier if time changes.
- Meeting all together to fix a part that does not work properly, working on the same piece of code.
- Making clearer what everyone is going to work on to avoid overlapping.

Continue:

- Documenting code.
- Meeting 3 times a week.
- Demoing progress on device at scrums meetings.
- Asking help if needed.
- Complete at least small tasks between iterations.

Stop:

- Working on not updated versions.
- Saying it works if it does not.
- Giving up at the first obstacle.

As some of the biggest problems we had during this Sprint 2 were related to feature integration and bug fixing, the goals of most of the points listed here are increasing product quality, making integration easier and wasting less time in fixing others' code issues.