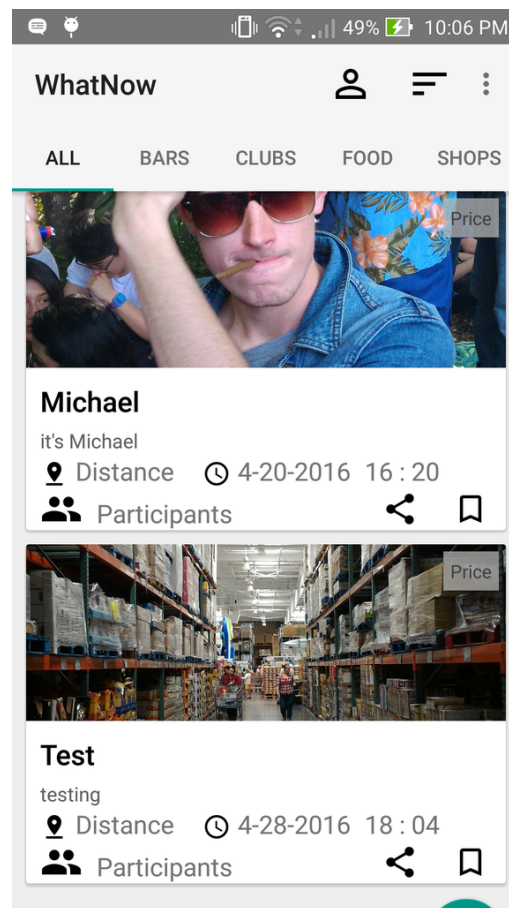# Sprint #1 Review

What Now? - Android Application

Group members: Francesco, Stefano, Vanessa, Carlos, and Jason

User Stories for Sprint #1:

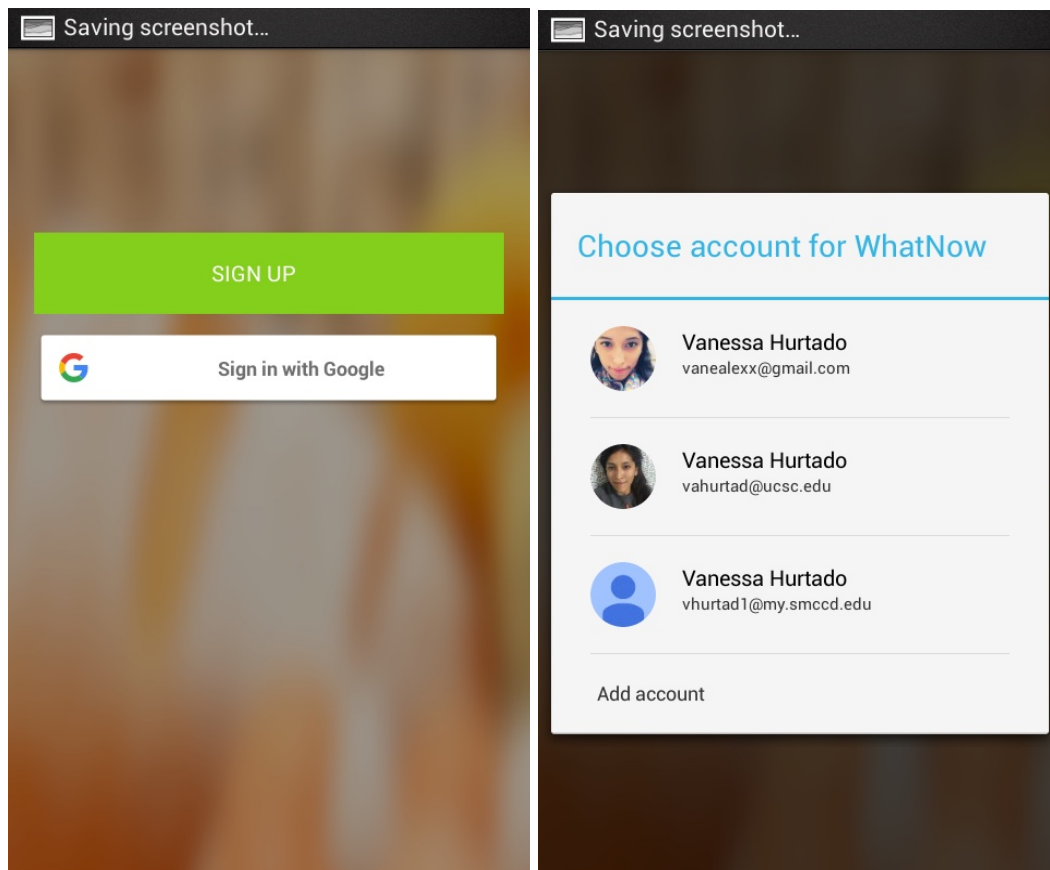-UI: *As a user, I would like a slick UI where I can browse through events*
- Title bar, category tabs, Google Now style cards, profile button, and sort button were all implemented successfully.
- To do: need to improve the interface for the new event form

Current User Interface (work in progress)

-Log in: *As a user, I would like to be able to to log-in to access user profiles*
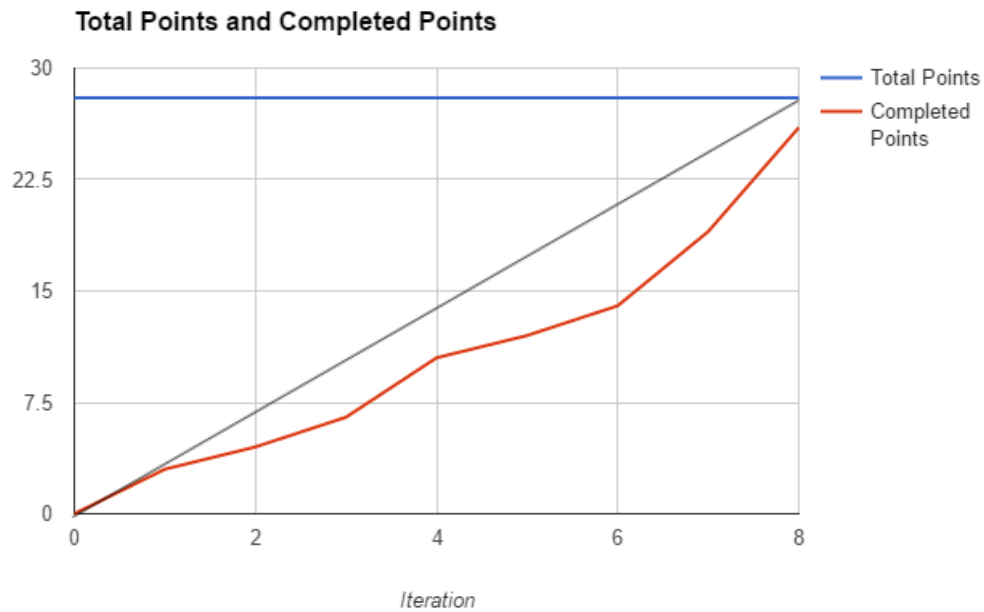- ● We are using Google and Facebook login to provide user profiles to the app
- ● To do: integrate login functionality throughout the app (eg. joining events and viewing user profiles), and get facebook integration working.

Current Login Interface (only Google log in)

-Fake event: *As a developer, I need to locally save fictitious events for testing purposes*
- ● Events to be saved locally were implemented successfully
- ● Still need to figure out how the server works

Total Points and Completed Points

Burnup Chart

Our burnup chart reflects our steady progress throughout the sprint. For the most part, we were on schedule, and completed most tasks that we set out to do. The reason we did not finish all points is because we were a bit too ambitious when we chose our tasks at the beginning of the sprint. We didn't have enough knowledge to accurately predict how long tasks would take. Our estimated story points do not necessarily reflect the actual workload for the user stories.

<u>Retrospective</u>

Start-

- Update scrum board during scrum meeting
- Demo progress during scrum meeting to give team an idea of what was completed
- Follow up wednesday's scrum meeting with an hour long work session
- Create small, bitesize, well defined tasks for the scrum board
- Be on time to meetings
- Start using UML
- Document code more, comment every function/class
- Set finite Scrum meeting times:
  - Monday 10:30am
  - Wednesday 12:30pm
  - Friday 10:30am

Continue-

- Continue booking study rooms
- Continue assigning team members tasks based on their strengths
- Knowledge sharing

Stop-

- Stop updating board outside of scrum meeting
- Stop sharing tasks with team mates, instead split it into two independent tasks
- Stop adding tasks mid sprint
- Stop building prototypes that will be implemented (poor quality code)
- Stories were too big at the start of the sprint