Sprint 7 Retrospective Report

Product Name: LML Marine Debris Data Visualization Tool
Member Names: Kaitlyn Liao , Spencer Fulgham , Bridget Chew ,
Zachary Miller , Vinh Le
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Actions to Stop Doing
- Working on styles when functionality isn't complete
  - Or it's not your skill set

Actions to Start Doing
- Asking for feedback on hosted website from research team
- Fix broken local environment quickly
- Make sure to fix any errors displayed on the console
- Deciding what is needed vs what is wanted for our mvp
- Assuring our version works as intended on heroku
- List known bugs
- Remove console.log statements or debugging displays

Actions to Keep Doing
- Pushing to github often
- Using discord channels to communicate quickly
- Communicating what we are working on and when
- Regularly pushing and pulling from each other's code

What Went Well
- Writing updates on Discord
- Relay handoffs for the login/admin page the last few days
- Using github to complete the login page tasks

Work Completed/Not Completed
Completed:

- 1. "As a general user, I want to be able to visit the official LML Marine Debris website."
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Not Completed:
- 5. "As a general user, I want to be able to view how the Survey Slug program collects its marine debris data."
- 2. "As an admin, I want to be able to log on to the LML website and update the data used to display the graphs on the website."
- 3. "As a general user, I want to be able to interact with and view data of beaches on a map with collected debris data."
- 4. "As a general user, I want an informative homepage, so that I can learn about ways I can help lower the human impact on marine debris."
- 6. "As a general user, I want to view the people who contributed to this website."

Work Completion Rate
- User stories completed: 1/7
- Reason for incomplete: Some of the tasks in the user stories will be moved to next sprint due to difficulty or lack of time
  - Scheduling/delays
  - Got new photos and documents but did not update the site with them

Number of days during sprint: 14
Hours completed: 61

Burnup Chart
Completed Work Hours: 61/63

Burnup Chart Sprint 7