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Iteration 1

Group 19

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## 1. User Stories & Acceptance Tests

### User Story 1 - 1st iteration

#### Story

ID	US-1
As a	user
I want	to have my own account in this application so that
So that	my personal information is not visible to unauthorized people

#### Acceptance Tests

ID	AT-1.1
Given	I am not logged in
When	I enter my username and password
Then	I can login my account and show my schedule in the main page

ID	AT-1.2
Given	I am not logged in
When	I enter a wrong username or password
Then	I will be reminded username or password is wrong

ID	AT-1.3
Given	I am logged in
When	I press “logout” button
Then	I can logout from my account

### User Story 2 - 1st iteration

#### Story

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ID	US-2
As a	athlete
I want	to schedule training activities
So that	I can arrange my training time

#### Acceptance Tests

ID	AT-2.1
Given	a user logged in the application
When	the screen switch to the main page of the application
Then	the schedule will be displayed on the screen

#### User Story 3 - 1st iteration

##### Story

ID	US-3
As a	athlete
I want	this application can define the type of training activities by myself
So that	I can customize my training activity

#### Acceptance Tests

ID	AT-3.1
Given	a user presses the pulse button on the top right corner
When	the screen switch to the add training activities page of the application
Then	a user can customize their own training activities

ID	AT-3.2
Given	A user customizes their own training activities
When	User press the save button

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Then	The data will be saved in the database
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ID	AT-3.3
Given	A user added their new training schedule
When	Users want to delete the activities in the schedule and press the schedule
Then	The new activity will be removed from the timetable and database

## 2. Task Assignment: Acceptance tests are broken into tasks

User Story	Task(s)	Estimate	Dev Pair	Start	Expected	Status
US:1	Implement Login Functionality	2 hrs	Haojie & Jiaxin	25th May, 2020	1st June, 2020	Complete
US:1	Implement Logout Functionality	1 hr	Haojie & Jiaxin	25th May, 2020	1st June, 2020	Complete
US:1	Write Espresso Test	1 hr	Haojie & Jiaxin	25th May, 2020	25th May, 2020	Complete
US:1	Refactor Espresso Test	1 hr	Haojie & Jiaxin	1st June, 2020	1st June, 2020	Complete
US:1	Design Landing page's format	1hr	Haojie & Jiaxin	1st June, 2020	1st June, 2020	Complete
US:1	Implement landing page from login	1hr	Haojie & Jiaxin	1st June, 2020	3rd June, 2020	Complete
US:1	Refactor Login Code	2 hrs	Haojie & Jiaxin	3rd June, 2020	8th June, 2020	Complete
US:2	Implement a database for training activity to help trainer know how long each activity need to do	2 hrs	Hanwen & Zhenrong	1st June,2020	5th June, 2020	Complete

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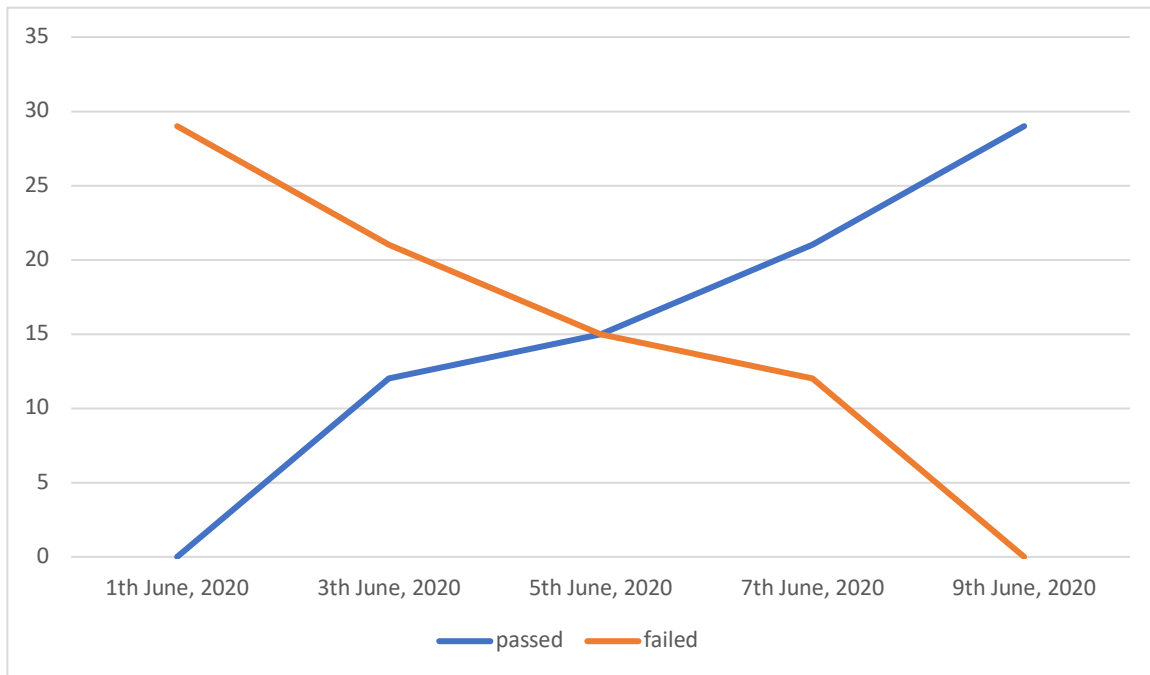
US:2	Implement Timer functionality	2 hrs	Hanwen & Zhenrong	5th June, 2020	8th June,2020	Complete
US:2	Write Espresso Tests	1 hr	Hanwen & Zhenrong	1st June, 2020	1st June, 2020	Complete
US:2	Refactor Espresso Test	1 hr	Hanwen & Zhenrong	8th June, 2020	8th June, 2020	Complete
US:2	Run the test, and pass	30 mins	Hanwen & Zhenrong	8th June, 2020	8th June, 2020`	Complete
US:2	Code documentation, to have the complete Java doc, meaningful variable and method names, inline comments where necessary.	30 mins	Hanwen & Zhenrong	8th June, 2020	9th June, 2020	Complete
US:3	Implement the add training activity	2 hrs	Hanwen & Zhuoran	25th May, 2020	1st June, 2020	Complete
US:3	Implement the delete training activity	1 hr	Hanwen & Zhuoran	25th May, 2020	1st June, 2020	Complete
US:3	Implement the Modify Functionality	1 hr	Hanwen & Zhuoran	1st June, 2020	8th June, 2020	Complete
US:3	Write Espresso Test	1 hr	Hanwen & Zhuoran	25th May, 2020	25th May, 2020	Complete
US:3	Rector Espresso Test	1 hr	Hanwen & Zhuoran	1st June, 2020	1st June, 2020	Complete
US:3	Run the tests, and pass	30 mins	Hanwen & Zhuoran	1st June, 2020	1st June, 2020	Complete

### 3. Work Schedule (May 22<sup>nd</sup> ~ June 11<sup>th</sup>)

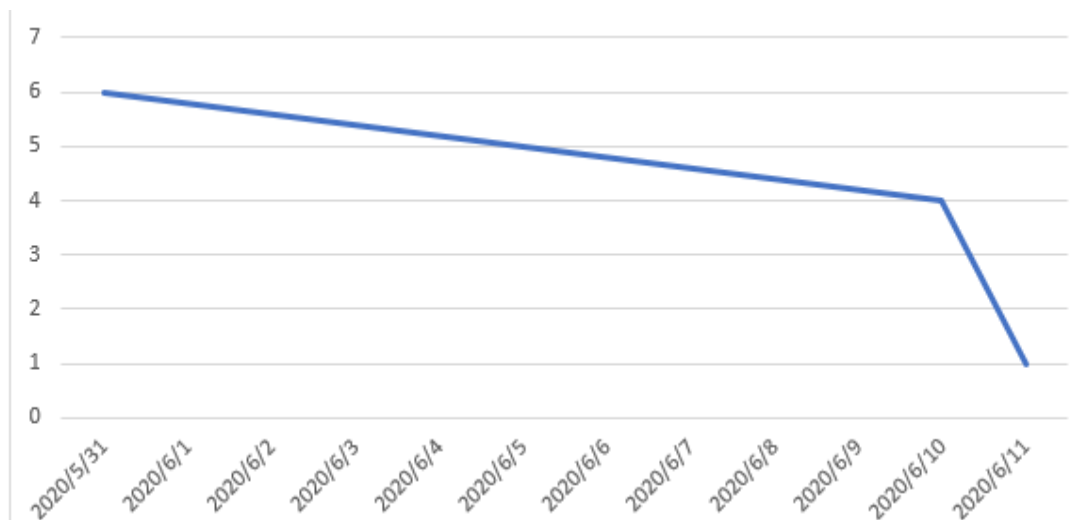
Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
<b>22</b>	23	24	25	26	27	28
<ul style="list-style-type: none"> <li>- Lab meeting: Brainstorming user stories</li> <li>-Using Google doc to work online</li> <li>-Scheduling our further meeting with client</li> </ul>		<ul style="list-style-type: none"> <li>- Added a few more user stories for further implementation</li> </ul>	<ul style="list-style-type: none"> <li>- Haojie &amp; Jiaxin started pair programming on US:1</li> <li>- Hanwen &amp; Zhuoran strated pair programming on US:3</li> </ul>			
<b>29</b>	30	1	2	3	4	5
<ul style="list-style-type: none"> <li>-Modifying our current user stories with client and make each of them efficient and achievable</li> <li>- brainstorming and giving each user story a level of confidence and some points.</li> </ul>		<ul style="list-style-type: none"> <li>- Hanwen &amp; Zhenrong started pair programming on US:2</li> </ul>	<ul style="list-style-type: none"> <li>- Selected the user stories to be worked on iteration 1: US-1, US-2, US-3</li> <li>- Set up the gitlab repository</li> <li>- Finish the board game</li> <li>- Assigned the tasks to each member to finish the iteration report</li> </ul>			<ul style="list-style-type: none"> <li>- Sharing current progress with members and solving problem.</li> </ul>
<b>6</b>	7	8	9	10	11	
			<ul style="list-style-type: none"> <li>- Working on the allocated user stories</li> <li>Finish the iteration report</li> </ul>			

## Progress Charts

### 1. Testing Chart



### 2. Burn down Chart



### 3.Velocity Report

#### Commit statistics for master May 31 - Jun 11

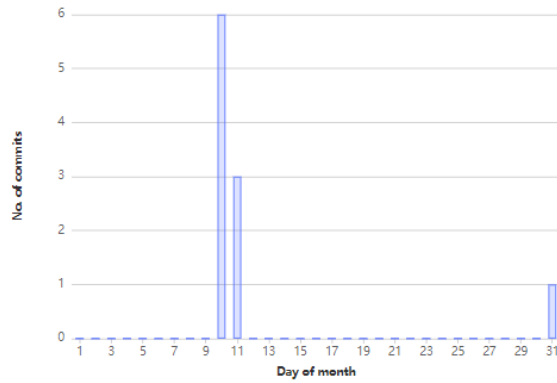
Excluding merge commits. Limited to 2,000 commits.

- Total: **10 commits**
- Average per day: **0.8 commits**
- Authors: **2**

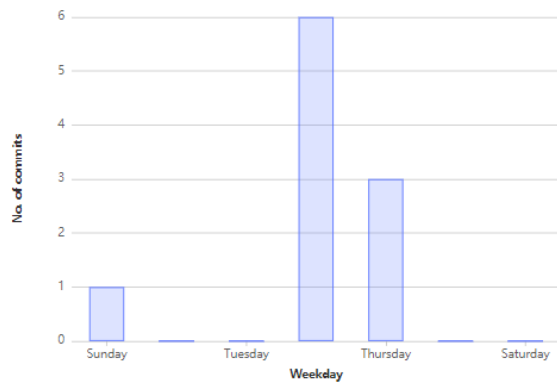
master

csci-3130-project

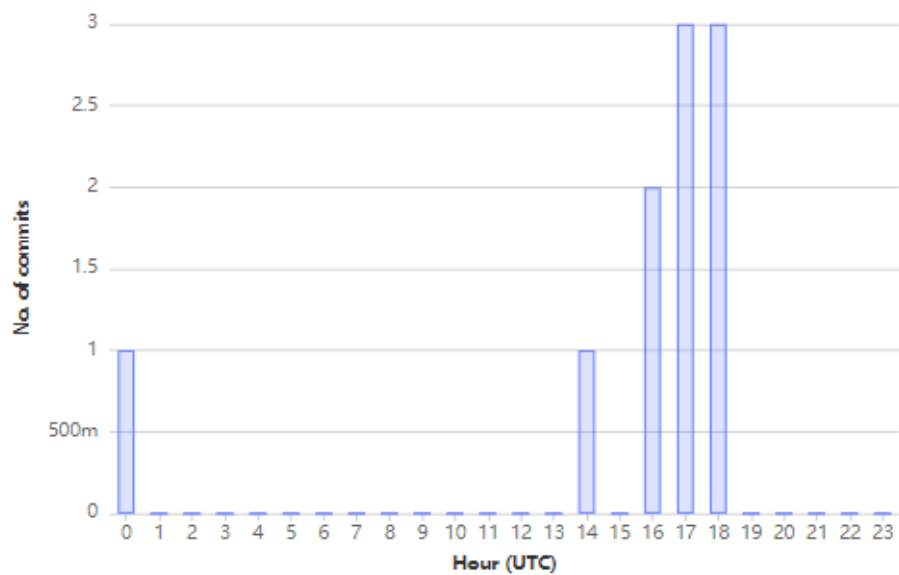
Commits per day of month



Commits per weekday



Commits per day hour (UTC)





Issues 15 Merge Requests 0 Participants 3 Labels 10		
Unstarted Issues (open and unassigned) 7	Ongoing Issues (open and assigned) 8	Completed Issues (closed) 0
<p>Given a coach assigns a training activity to an athlete, if it is refused, the coach will receive a notice. #17 <span>Testing</span> <span>User Story 10</span></p> <p>Given a coach assigns a training activity to an athlete, if it is accepted, this activity will be added to their schedule. #16 <span>Testing</span> <span>User Story 10</span></p> <p>A coach can assign a training activity to an athlete, so that the athlete will receive a training request and can choose to "accept" or "refuse". #15 <span>Testing</span> <span>User Story 10</span></p> <p>Given I am logged in, when I press "logout" button, I can logout from my account. #14 <span>Testing</span> <span>User Story 1</span></p> <p>Given I am not logged in, when I enter a wrong username or password, I will be reminded username or password is wrong. #13 <span>Testing</span> <span>User Story 1</span></p> <p>Given I am not logged in, when I enter my username and password, I can login my account. #12 <span>Testing</span> <span>User Story 1</span></p> <p>As a coach, I would like to add notes to the record for a training activity so that I can give the athlete targeted advice. #9 <span>Testing</span> <span>User Story 7</span></p>	<p>Given the coming training when The time is up then the application will send notification #11 <span>Doing</span> <span>User Story 4</span></p> <p>Given the schedule of the training time when I want add or delete the event then I can add or delete the event from the calendar #10 <span>Doing</span> <span>User Story 4</span></p> <p>A coach can know the new training plan of athletes after they create so that the schedule is more controllable. #7 <span>Testing</span> <span>User Story 11</span></p> <p>Users can turn on the alert in the notification function so that the application can alert users when they are missing some training events. #6 <span>Testing</span> <span>User Story 5</span></p> <p>Given A user added their new training schedule When User want to delete the activities in the schedule and press the schedule Then The new activity will be removed from the time table and database #4 <span>Testing</span> <span>User Story 3</span></p> <p>Given A user customize their own training activities When User press the save button Then The data will be saved in the database #3 <span>Testing</span> <span>User Story 3</span></p> <p>Given a user press the pulse button on the top right corner When the screen switch to the add training activities page of the application Then a user can customize their own training activities #2 <span>Testing</span> <span>User Story 3</span></p> <p>Given a user logged in the application When the screen switch to the main page of the application Then the schedule will be displayed on the screen #1 <span>Testing</span> <span>User Story 2</span></p>	

## Iteration Plan Change Log

At the first place, we wrongly estimated the time and energy required for each task. After many meetings and discussions with client, we decided to reduce the first 8 tasks to 3 tasks, which can guarantee each quality of the task.

We have also implemented a lot acceptance tasks and Engineering tasks to have a perfect project for iteration 1.

## Regular Standup Meeting

### 1. Lab Meeting Minutes: 2020-05-22

Time and location: 10:00 am and 6:00 pm, Microsoft Teams

Attendance: Hanwen Zhang, Jiaxin Zhu, Zhenrong Qu, Zhuoran Sun

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Summary:

Iteration Planning (2 hours)

- a. Listing user stories on a google document.
- b. Scheduling our further meeting time.

## 2. Lab Meeting Minutes: 2020-05-24

Time and location: 4:00 pm, WeChat

Attendance: Hanwen Zhang, Jiaxin Zhu, Zhenrong Qu, Zhuoran Sun

Summary:

Add few more user stories into the list and how we would demonstrate that the user story has been implemented.

## 3. General Meeting Minutes: 2020-05-29

Time and location: 4:00 pm, Microsoft Teams

Attendance: Hanwen Zhang, Jiaxin Zhu, Zhenrong Qu, Zhuoran Sun

Summary:

- a. Modifying our current user stories with client and make each of them efficient and achievable.
- b. We brainstormed and giving each user story a level of confidence and some points.  
Confidence: 1-3 (least to most)  
Points: 1 point = 2 hours

## 4. General Meeting Minutes: 2020-06-02

Time and location: 4:00 pm, Microsoft Teams

Attendance: Hanwen Zhang, Jiaxin Zhu, Zhenrong Qu, Zhuoran Sun

Summary:

- a. Selected the user stories to be worked on iteration 1: US-1, US-2, US-3
- b. Set up the GitLab repository

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- c. Finish the board game
  - d. Assigned the tasks to each member to finish the iteration report

#### 5. General Meeting Minutes: 2020-06-05

Time and location: 4:00 pm, Microsoft Teams

Attendance: Hanwen Zhang, Jiaxin Zhu, Zhenrong Qu, Zhuoran Sun

Summary:

Sharing current progress with members and solving problem.

#### 6. Pair Programming Minutes: 2020-06-09

Time and location: 4:00 pm, Microsoft Teams

Attendance: Hanwen Zhang, Jiaxin Zhu

Summary:

- a. Working on the allocated user stories.
- b. Run unit tests and espresso tests for the codes and followed the TDD development.
- c. Discuss about the engineering tests.

#### 7. Pair Programming Minutes: 2020-06-09

Time and location: 4:00 pm, Microsoft Teams

Attendance: Zhuoran Sun, Zhenrong Qu

Summary:

- a. Working on the allocated user stories.
- b. Finish the iteration report.

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## **Iteration Post-mortem Review**

### **Issues with development**

On the one hand, the iteration 1 is undoubtedly a challenge for us. We used to write code by ourselves, and never experienced pair programming before, so everyone started writing code in a self-centered manner. After our reflection, we found that what is needed most for teamwork is a goal and plan. At the beginning, we did not have a complete goal and plan, the tasks assigned to everyone were also unclear, resulting in a very slow process.

On the other hand, iteration1 has no code base, all functions need to be developed by ourselves. And everyone's code style is different, which undoubtedly brings a lot of trouble when the code is merged later. So, we decided a fixed code format and UI through a few meetings. For unreasonable tasks allocation and low efficiency, we checked a lot of documents to determine the development process and how to allocate tasks more reasonably and efficiently.

### **Solutions**

We realize that the hardest part of iteration is not the part of writing code, but the part of teamwork. During our meeting to discuss the design of the program, everyone has their own ideas, so it is difficult to reach a consensus, especially under the influence of the COVID\_19, everyone's communication is limited to Internet telephony, and there may be the language fails to express the meaning. In addition to the weekly lab time and communication time with the client, we also held many private meetings, trying to exchange more time to exchange our opinions.

### **Goals for Upcoming Iteration**

Since we experienced iteration 1, we already have experience with pair programming, that is once you have plans and goals, you must strictly follow them. In order to reduce unnecessary trouble when merge code at the end. We need to understand the relevant content required by the project in advance, and strictly estimate the time and workload of each task to better distribute tasks. We will also put more energy on communication, to avoid uncertainty and potential frustration due to lack of communication.

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## Links

### Gitlab Repository:

<https://git.cs.dal.ca/hanwenz/csci-3130-project.git>

### Reference:

SmallAcademy. *Login & Register Android App Using Firebase* [YouTube channel]. YouTube.

Retrieved June 11<sup>th</sup>, 2020, from <https://www.youtube.com/watch?v=UMNeeMSUZl0>