Reflection report.

Sprint 1 - Set up confluence page for all design requirements.

Design all elements on page to be able to present visual progress after first sprint.

Sprint 2 - Load staff to table, activate button functionality to stafftable Add logo and timedisplay.

Sprint 3 - Delivery Board functionality, check input, button functionality.

Sprint 4 - alert if over estimate, staff and delivery, reserved space for bugs.

Design epics where chosen first for easier visualisation for me and client(if I were to present after first sprint), easier to see when you work with the page if it works or not, Prefer to use console on web page for error handling.

Second sprint were chosen for staff functionality, did go some back and forth on the sprint as if I got stuck for some time on some things, it is better to look at another problem instead of staring at the same one, wich made my progress look a bit clustered, datewise on sprints (I also forgot to close sprints after finishing a times) Calling API: forgot to put doubble return as the call was inside a function, did not occur to me until 2 days had passed, moved on to another task meanwhile and looked back and realized the simple mistake.

Third sprint chosen for delivery functionality.

Fourth sprint chosen for the alert message and fixing bugs.

During development I struggled a lot to just "code" as everytime I wrote something I might think of 5 other ways to do it, to leave a chunk of code alone after finishing it just did not happen and delayed my progress a lot.

Making animation for delivery driver table was a challenge because it did not occur to me that the web page would not "register" the update to the table when adding a new object. Solved the issue by adding an eventlistener for "click" after a lot of testing as first table had no issues with adding animation (because it is preloaded and delivery was dynamically)

Noticed lack of leading Os at stafftable on minutes, looked estetically bad, so made changes to calculation formula to make it look nicer.

I sat too long convinced there was a super easy way to refresh an object after changes made to the said object, but after 3 days I gave up and solved it by adding function handlers for all three options of staff outcome(staffIn, StaffOut, StaffBreak)

I thought about the alert message (for staff/delivery overdue), In the beginning I tested out setInterval, as to continously check if the statement was true expected Return/return Time == digital clock, but I could not quite make it work properly without getting into a lot of running errors, it also seemed very impractical at first to constantly check something if I already knew how long they would be gone for (aha -moment), so I looked at set Timeout and came to the idea of just alerting after the time has passed (time reached the expected return time on both parties) and if they were cloced out for the day/clocked in, the timeout could just be removed.

I first dowloaded icons and put them in the code folder, added them through img tag, but read the part of no image and knew it was very specific so I changed it to svg·The icons are a car and a bicycle as Bootstrap has no motorcycle vehicle, it would be no problem to add an ekstra library for this singular use, but seemed unnecessary.

Toast covered functionality after display, turned out Bootstrap 5 and previous had a bug, its fixed in 5.2, but needed to add hidden in class to make it work.

I find tasks much easier to work on when I have more then one Issue I can work on at a time, its a nice reset button for your brain when you get stuck. I know its frowned upon working on more then one issue at a time, but for me it helps me progress as I think of the other problem in the back of my mind more lightly then overfocusing.

My biggest challenges during this project was sizing and remembering all the aria labels. Other then that everything just comes down to small things I forget as doubble returns and forgetting Ive set a standard for all buttons, so the modal buttons was messed up for 2 days and I could not figure it out why.

	NSP-15 N	Make table STAFF DASHBOARD DESIGN
	VSP-25 T	able Schedual Delivery Design
	NSP-33 [Design requirements CONFLUENCE
	VSP-21 t	able setup DELIVERY DASHBOARD DESIGN
•	₩5 P-16 r	nake buttons STAFF DASHBOARD DESIGN
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	W5P-22 L	outton clear DELIVERY DASHBOARD DESIGN
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▼ WSP Sprint 3 27 Mar – 10 Apr (9 issues)							
■ WSP-28 Button add schedual delivery functiona							
M WSP-29 Navbar Web Page Design							
■ WSP-58 onclick delivery driver							
■ ₩5P-24 Clear button functionality DELIVERY DASHBOARD FUNCTION							
₩5₽-49 fix calculation							
■ WSP-13 Time staff STAFF CLOCKING FUNCTIONALITY							
■ ₩5P-12 clock staff in/out STAFF CLOCKING FUNCTIONALITY							
■ ₩5₽-23 Recieve from schedual delivery input DELIVERY DASHBOARD FUNCTION							
* WSP-27 Table input check / SCHEDUAL DELIVERY FUNCTIONAL							
+ Create issue							
→ WSP Sprint 4 30 Mar – 13 Apr (14 issues)							
₩5₽-4+ column sizing							
₩ ₩5₽-45 align logo							
■ WSP-57 toggle							
■ WSP-14 alert if over estimate STAFF CLOCKING FUNCTIONALITY							
₩SP-43 sync buttons							
₩ WSP-48 regex fix							
■ ₩5₽-53 deliverydriver toast							
■ WSP-56 align toasts/phot							
■ ₩5P-44 Change icons							
■ W5P-40 Align all desgin pieces webpage							
₩5P-42 clear after input							
■ ₩5P-52 Toast malfunction							
■ ₩5₽-54 regex delivery return time							
■ ₩5P-55 change to modal							
+ Create issue							

