Sprint 2 Review Meeting

What was accomplished in this Sprint and how did it add value?

We were able to add audio transmission and location-based audio scaling to our application. This lays out most of the basic functionality of the application and shows that we are on the path to reaching our project end-goal.

What (if anything) has changed in your environment?

Something that changed in our environment was the external resources we used. Before, we didn't really know how we were planning to get audio done, as all we had done was a couple of tests to figure out Flutter – this Sprint, the real work started. We were struggling a bit on figuring out our implementation of audio, and we spent a while trying to find a solution, until we chanced upon this product called Agora, which was very useful to us. Setting up Agora in Flutter was a change in our environment, and it took a bit of time, but we got it done in the end.

As for our professional and working environment, nothing much has changed there, which isn't a bad thing, as we can collaborate and work well together.

What (if any) adjustments did you make to your product backlog based on the results of this Sprint?

We removed the addition of call rooms as we decided to pivot from our initial plan for executing the project and our different implementation removes the need for call rooms. Also, rooms are not crucial to our MVP, so we removed the task from the backlog.