

Sprint Retrospective Meeting Results for Sprint 1

What went well during this Sprint?

As for what went well during this Sprint, as individuals, there were a variety of things. For Rao, he worked on figuring out Dart and Flutter and seeing how to make UI elements using this framework. He read through the Flutter documentation and worked his way through adding buttons and was able to create a basic UI for the app, which includes the most basic UI functionality of being able to join a Proximity Chat call.

For Hitesh, he was able to learn the basics of flutter quickly and specifically learn how Dart interacts with JSON objects. His prior JavaScript knowledge made this much easier (though still requiring a surprising amount of effort) allowing him to confirm that we can use JSON to store our user preferences.

For Evan, his focus was on location libraries. He was able to go through feature sets of a variety of libraries quickly and settle on one. He was able to get it implemented so that location can be fetched by the device. This was an overall smooth process to implement.

For Ayush, he learnt about Dart and Flutter and read through the documentation thoroughly. He also spent time on learning how to work with widgets and containers to make a prototype UI along with Rao. The process of learning was difficult but making the application itself went smoothly.

As a team, we're making slow but steady progress towards hitting our MVP. A lot of specific things were learned/tested individually which allows us to combine everything to hit our MVP after the next sprint.

What problems were encountered?

One problem we all encountered was with the installation and setup of Flutter. This was an unexpected issue, and it took significantly longer than we were planning for. In Flutter, getting all the different emulators for the different Operating Systems setup was very challenging, as we had to download a bunch of different stuff from different sources. We also had to install some separate packages for some of our tasks, which just required additional setup. We also struggled with figuring out how exactly we want to implement proximity between devices and spent a good amount of time in having discussions about that.

Were these problems solved? If so, how, if not, why?

1 of 2 of these problems was solved. We solved the installation issues by working through them together along with using online resources. We also split up the emulators each person was to install initially which helped one person's learnings from installation help speed others' up. The other problem was figuring out how to accurately do proximity and we settled on a location API but are still considering combining that with Bluetooth signal strength to improve accuracy. This problem isn't solved but has ideas in the works to solve it.

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What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?

The most helpful changes we can make to improve our effectiveness as a Team would be to implement some strategies like peer programming, so that we can be even more effective when working together. Assigning multiple people to one task could also improve efficiency as when two people work together, things can be accomplished much faster than just one person. We will also try to do some team-building activities outside of school to improve our efficiency a little bit in class.