Sprint Report #3 Template - CMPS 115

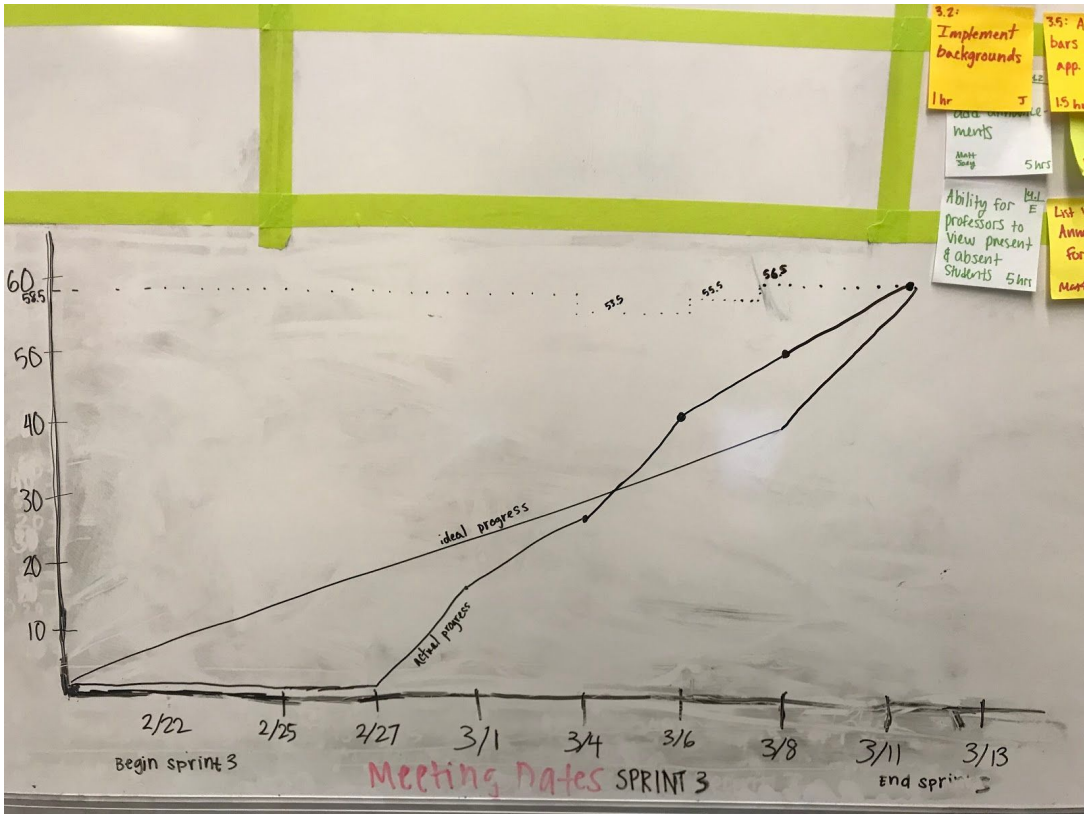
Product Name: E-tendance, **Team Name**: Midnight Cobra, **Date**: 3/13/2018

- **Actions to stop doing:** Some actions that the team should stop doing include: The team should stop working on the same debugging problems. This wastes a lot of time and efficiency because the other team members can be making progress on other parts of the app. The team should also stop assigning each other the same tasks. Most times, all members of the group like to work on all functionalities of the app. This is inefficient and slows down the progress of the app. Also if one person finishes the task that multiple people were working on, their progress can go to waste. Team members also need to stop commenting out code that they have no intention of using. If code is written that turns out not to be functional or accomplished another way, delete it rather than saving it for later to reduce confusion as to whether the code is still necessary. Team members need to stop leaving uncommented code that they don't need on files because it takes up a lot of space as well as makes the code look unclean.
- **Actions to start doing:** Some of the actions that the team should start doing include: The team should start updating each other on the bugs that are trying to get fixed, so other team members are not working on the same bug. The team should start to comment their code whenever they make new changes and push to the repository. This will ensure team members to know what changes the team members made as well as to keep all the members updated of the problems that were occuring in the code. In addition, clearly comment the intended purpose of code that has been commented out and the reason it is commented to indicate whether or not that code still has relevance. This will prevent integral code from being removed by mistake. The team should start testing their code more thoroughly before pushing to avoid creating unforeseen bugs and broken elements. Team members should also start deleting code that they commented out if they are not planning on using it anymore. This makes the code look messy and difficult to look through when they are trying to find a specific reference since there are so many lines of code.Team members need to start communicating more thoroughly when editing code that another member has written in the case they have conflicting ideas of what the code is doing.
- **Actions to keep doing:** Team members should continue informing each other about roadblocks that they encounter. This makes resolution much faster as some members are more familiar with certain classes than others and are more capable of resolving the issues. It also prevents work from being done over existing problems, decreasing the Architectural Technical Debt. The team should also continue to keep updating other team members when they have finished a task. Many tasks are dependent on the completion of others, and this allows work to be streamlined and helps organize the implementation of

other tasks. The team should continue to hold more project sessions, where everyone is working on the project. This ensures better communication and allows for others to help each other on tasks that require the attention of multiple individuals. The team should continue to keep pushing their changes onto Github as soon as something is done in order to make sure that all the members have access to the most updated version of the apps code.

- **Work completed/not completed:** We made sure to fix a lot of the bugs that we were having with the app. We fixed the map view on the emulator, as most group members were unable to load the map on the professor side at the end of sprint 2. We also fixed the crash that was associated with pulling a student's current location. We were able to fix this bug by reworking how location data was pulled and checking for a null location object. This made it possible to check against the location point set by the professor on their map view, and properly create a location-based attendance check-in. The app compares the location with the classroom location to test if the student is within the parameters of the classroom, and returns a message indicating if they have successful checked in or are too far from the classroom. We also added the ability to swipe left on a class on the student side to delete it. This will remove the listview item as well as unenroll the student from that class in the database. We also cleaned up the code and commented the code in order to make sure all the team members knew what each line of the code was doing. We created functionality for professors to create announcements that would be viewable in a listview from the student's class page. We implemented email verification upon account creation to ensure the email used to sign up is valid. Many changes were made to the UI of both students and professors for better usability and a polished overall experience. We also added the ability for professors to view absent students in addition to present students and reworked how that data was collected to be more efficient. We created a user manual that will explain how to use the app for the student and professor side. Help pages were added to both sides to help new users navigate the different functionalities.
- **Work completion rate:** We successfully completed all 4 user stories this sprint. The total number of estimated ideal hours was 58.5 hours. The sprint was from February 22nd to March 11th, 17 days. One user story was completed on average 4 days during this sprint. We did roughly 3.4 hours per day during this sprint.Over all three sprints, we completed 10 out of 10 user stories over the 40 days, finishing 4 user stories every 4 days. Over the 3 sprints, we were able to complete roughly 4.4 hours of work per day over all three of the sprints.

Scrum Board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2/22
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3/1
3/4
3/6
3/8
3/11
3/13
Begin sprint 3
Meeting Dates
SPRINT 3
End sprint 3