

Sprint 2 Report - VoiceToText - EK Health - February 22, 2016

Actions to stop doing:

- The team should stop updating Trello board towards the end of the sprint. Instead, update the boards after scrum meetings so that there is time to discuss how much work is accomplished, what tasks are left to do, and build a work schedule for the next couple of days. This would make the team more productive and stay on task.
- The team needs to stop thinking ahead and trying to implement future implementations without having a stable version that is acceptable by the product owner. It is important to follow Agile methodologies and implement iteratively in order to have basic functionality by the end of the release.

Actions to start doing:

- The team needs to start looking up online resources and documentation on how to implement RESTful services for iOS and Android. We will be implementing a basic mobile UI of the EK web service. Therefore, we will need to understand the HTTP/HTTPS methods and the error codes listed on this website.
<http://www.restapitutorial.com/lessons/httpmethods.html>.
- The teams needs to start updating the product owner more frequently on the progress of the application. As we are coming to the end of the quarter it is important that our product owner is satisfied with the end application and its core functions.

Actions to keep doing:

- The team should continue to improve our understanding of mobile development process and best practices. Especially in learning the ins and outs of Android Studio (Java) and Xcode (Swift) in order to speed up the development process.

- The team should continue to pair program as it not only lowers our error rate, but it improves speed of development and serves as a teaching tool for teammates that are not as experienced in a development environment as others.

Work Completed/Not Completed:

List of user stories that were completed:

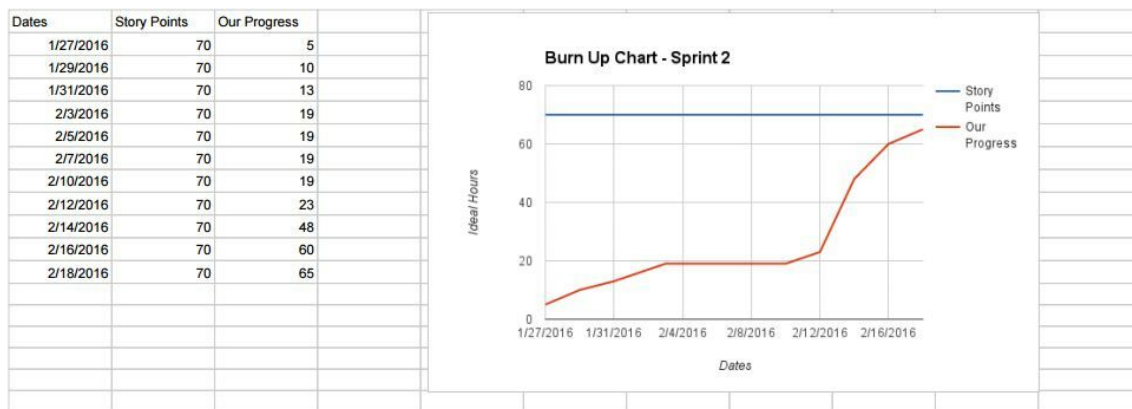
- Network Status - As developers, we need to check when network is on or off.
- Offline network - As developers, understand the sphinx API for offline usage.
- Google Speech implementation - Implement Google Speech when network is available.
- Android Studio environment - As developers, we need to understand Android Studio and its basic functionality.
- Xcode (iOS) Environment - As developers, we need to implement OpenEars (an iOS version of PocketSphinx) in an iPhone application
- User Interface - As a user, I need an option to start speech recognition so that my spoken words are transcribed into text after speaking into the microphone.
- Hashing Dictionary of Words - As developers, we need to create a key-value pairs of words spoken so that there is a faster lookup of the same word if the user speaks that word.

List of user stories that were not completed:

- As developers we need to find out how to train sphinx.
 - Just didn't actually train it more than $\frac{2}{3}$ of this story was done

Work Completed Rate: We completed about 65 out the 70 ideal hours. The team was able to complete 7 user stories out the 8 planned for sprint 2.

Sprint 2 was approximately 26 days (3.5 + weeks). The rate is 3 user stories per week, which is about 0.4 user story per day. We spent about 3-5 ideal hours per day and in some cases more than 5 ideal hours to reach our Sprint 2 goal. In Sprint 1, we completed 60 out of 70 ideal hours. With Sprint 2 done, the total is 125 hours completed out of 140 ideal hours, which is about 89% of work completed. Since the last sprint, we have completed 13 user stories out of the 15 user stories. Below are images of the burn up charts and the trello storyboard.



Final Scrum Board

Sprint 2

Cmps 116 EK Health

☆

🔒 Private

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Backlog / User Stories

Network Connectivity - As software engineers, we want to maintain data consistency between the client and the server in possibly volatile network conditions.


[20] As developers we need to find out how to train sphinx.

👁


📌 2/3




MC




OR



RS



VT



GA

Add a card...

To Do


Add a card...

In progress


Add a card...

Done


[5] As developers, we need to understand Android Studio and its basic functionality.




MC




OR



RS



VT




GA

[5] Learn how xcode works.


[8] As developers, understand the sphinx API for offline usage.

👁


📌 2/2



GA



OR



VT

operating system corrupt - had to spend a few days to fix laptop

[8] As a user I would like an offline and online mode activities.

had a problem with pulling and pushing changes to github through Android Studio -- fixed by updating Git.

Add a card...

Blocks

Building a language model on iOS was difficult.

[FIXED] BUG- Online Voice Recognition fails after using offline mode

[FIXED] Learned Dictionary usage in iOS to implement a 500 word library, found it easier to use string

[FIXED] BUG- Async for readyMessage is updating before it actually finishes.

Add a card...

