Meeting with Colin from flaot on Sprintr

Sprintr Review from small to medium Software development agency.

Colin: To start with,

1. Define the roles of the selected users base.

2. The size of these users.

3. Pin-point your target market.

4. What problem does Sprintr solve?

5. Why is it better then Trello?

UI comments:

1. Sidebar switch not very visible and explicit.

2. DND screenshotting hole UI issue.

3. add task component could be clearer, and make estimates on Tasks clean, clear and reasonable.

4. Difficult design flow, ie create task => estimate => assignee => feature => etc (like in the unassigned tasks).

5. KISS (KEEP IT SIMPLE STUPID!)

6. take it back to the target market! (strip out the extras!)

7. Sprint numbers inst explicit (tutorial require?).

8. Tutorial when beginning could help relieve miss-understanding in UI usage.

9. sprint date changing not clear when you can't change.

10. New unassigned task => assign backlog task to feature/ assign task to feature.

Core comments:

1. Bring it back to the core, define what the core of sprintr is and make it versatile.

2. jobstobedone(https://jtbd.info/) <= look up.

3. sprints => into features ie make the sidebar into just features and into a higher level sort view over the sprints (when sprint is clicked it will have coloured lines to each sprint with a related task in it)

4. Communication, how do teams bring back in there team member? notifications? chat? email?

End Summary:

1. Find and define the user base that will fit us.

2. Nail down the core use and need for Sprintr.

3. Polish out the core aspect of what use/need Sprintr meets.

4. Get user testing based on simple tasks, ie ask a tester to make a project build it up and start ticking things off.

The conclusion that Gordon and I come to was that we need to get Sprintr out there and being used (and abused) by people who are not us.