

**AUTRUI**

**CS 307**

**Team 10**

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**Sprint 2 – Retrospective**

## Sprint 2 Overview:

#	Task	Implemented & working	Implemented but did not work well	Not Implemented	Remarks (How did/didn't it work?)
1.	<b><i>Movement creation:</i></b> We were able to create movements, in a way such that each new deed created by the user is added to the total number of deeds – forming a movement. Though this is a good start, we are yet to refine its functionality and management.		✓		Movements are created and maintained in the backend, without any direct interference from the users itself. We chose to do this so as to help maintain sizeable movements across the network, rather than people being able to add to and grow just one singular network. We are still yet to implement the Pay-it-Forward mechanism to the app, which will notify users that they have a certain number of deeds that they have yet to complete, giving them an incentive to continue growing the movements.
2.	<b><i>Social Integration:</i></b> We were able to integrate the use of Facebook to the user experience.	✓			The user is now able to register and login using his Facebook account and pull out his/her friend list.
3.	<b><i>Movement visualization:</i></b> As we are now able to create movements, our next step was to create a visualization of the same.		✓		We were able to represent the different users as small green circles connected to the main user (a blue circle), connected via a deed, shown by a straight line. We still need to make this more intuitive. Also, we are planning to use a JavaScript library called d3.js, which will allow the users to interact with the visualization and the visualization will also have a more refined, polish look.
4.	<b><i>Random deeds:</i></b> As part of the first sprint, we created a list of 50 pre-defined	✓			The user is now able to view and choose from a list of deeds. The selected (tapped) deed is then

	deeds. The task at hand now was to enable the user to make use of these deeds. The user should be able to view the deeds, select the one he/she likes, and able to use it to tag another user.				made available on the create deed window, where the deed is pre-existent and the user just has to name the profile for whom the deed was done. The selection was made possible by listing the deeds in an array. The deeds are queried from the database in the backend, rather have an array built into the app, which allows us as developers to continue growing this list.
5.	<b><i>Making use of social integration:</i></b> Once the social integration with Facebook is set up, we have to make sure that we can make use of the advantages it offers. We need to be able to access the list of friends the user has on his/her profile.	✓			The user can now access a list of all friends on his Facebook account.
6.	<b><i>Push notification:</i></b> The idea was to provide notifications to the user regarding specific actions occurring in the app. Things like when the user is added to a movement, or when the list of predefined deeds is updated the user should receive a push notification.			✓	We did start working on the push notifications, but fell short as this comes at a lot later stage of our app. We just got done with linking two users in a movement, and didn't have anything to 'push notify' to the said user. We plan to further work on this as part of our third sprint.
7.	<b><i>Improving the user interface:</i></b> Our aim was to make our app look more aesthetically pleasing. We worked on making different buttons and added new colors to make it more user friendly.		✓		For now we have tested around with a lot of different backgrounds, colors and shapes for the buttons. As the UI design is an ongoing process, we aim to keep developing this as we progress with the app design. We will be incorporating the use of fragments to improve transitions.
8.	<b><i>Bug fixes:</i></b> The app currently has a few bugs and glitches that need to be taken care of. We	✓			A lot of the bugs from sprint 1 were taken care of, but there were new bugs and glitches that came up during the second sprint. We

	understand that we will face many such situations and will need to address them as when they arise and not keep them for the end as they can derail the app as a whole.				aim to keep troubleshooting as we move ahead with our project.
9.	<b>Weekly meetings:</b> We found our initiative to meet on a weekly to be an effective measure to have the app successfully address all the criteria we had for the first sprint. We aim to continue doing so this time too.	✓			We were able to meet regularly throughout the week. This helped us be on track with the developments.

#### **How to improve:**

Though we had a favorable ending to the second sprint, there were a few bugs and fixes we plan to keep in mind as we transition onto the second iteration:

1. **Improving the user-interface:** Having experimented with many designs, layouts and colors, we aim to make a more contemporary UI for our app:
  - a. Using fragments for seamless transitions.
  - b. Image buttons – possible changes when tapped.
  - c. Consistent color scheme.
  - d. Attractive icon.
  - e. User friendly layouts.
2. **Deed creation and management:** The creation of deeds and how it is linked to other users, forming a movement is at its elementary stage where we are able to simply add and remove deeds. We need to make sure this is done the way we had intended to i.e. by connecting the two users with a deed and the second user is able to follow up on that deed, and so on. The way our deeds are managed is integral to how our movements will be formed and so we have to make a few changes from our initial implementation.
3. **Adding the Pay-it-Forward Mechanism:** Our application is based around the idea of the Pay-it-Forward movement and we have to implement a way to notify that a good deed has been done to them. This will help create incentive to keep coming back to the app and continue growing the movements. It will also directly make use of the Push Notifications feature of smartphone apps.

4. **Small glitches:** There are a few bugs that need to be fixed as move further to give the app its final shape:
    - a. Changing the password needs to be worked on.
    - b. Editing existing values of the users.
    - c. Logout functionality for the user logged in using Facebook needs to be figured out.
    - d. Movements' visualization was not in the center of the screen. We have to shift the canvas a bit to the right to center the whole visualization.
  5. **Additional Features:** Other than what was planned on the whole for the app, there are a few things that we thought would be a good addition to our app's utility. Making use of the menu button (present at the bottom of the screen, by default on Android devices).
  6. **Commenting code:** Having already commented a lot of our code, we aim to identify the key portions and add commenting where it might seem necessary.
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