AUTRUI

CS 307

Team 10

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Sprint 3 – Retrospective

Sprint 2 Overview:

#	Task	Implemented & working	Implemented but did not work well	Not Implemented	Remarks (How did/didn't it work?)
1.	***Global Impact:*** The idea was to keep track of the location where the said user is completing his/her deed. So once the user has a sizable chunk of deeds that are followed up by other users in many different parts of the world, then the 'Global Impact' will display the global footprint of the movement. This was done using a tool called D3.js. It is a JavaScript library for manipulating documents based on set of data, which in our case is the location of the users. This, of course, will only be tracked once the user has provided the necessary permissions.	✓			What we initially set out to accomplish was modified and we managed to get the visualization aspect of it underway. We figured out an effective way to display the global impact We ran into some trouble trying to display the visualization in the application due to some restrictions of the Android WebView, but we overcame that and were finally able to display the visualization on our app. This was a good learning experience with which we understood a lot about visualizations and showcasing large monolithic data.
2.	***Movement creation:*** 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.	✓			The user was represented by a red circle that lied at the center of the screen, while the deeds were represented by lines that connected the other users for whom the deed was done.
3.	***Movement visualization:*** With the movement creation working in perfect cognition, we had to replicate as a visual model – which we did.	✓			We figured out an effective way to display the movements. We ran into some trouble trying to display the visualization in the application due to some restrictions of the Android WebView, but we overcame that and were finally able to display the

					visualization on our app.
4.	***Push notification:*** 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.	✓			The push notifications worked perfectly as the user was notified for newly created deeds and also when he/she was added to a movement.
5.	***Improving the user interface:*** 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. We also aimed at having smoother transitions.	✓			We found colorful color schemes to go well with the theme of the project. We designed a new icon for the app. Made use of fragments to enable a swipe enabled transition interface.
6.	***Deed creation and management:*** At the start of this sprint, the creation of deeds and how it is linked to other users, forming a movement was at its elementary stage where we were able to simply add and remove deeds. By the end of this sprint we made sure this is done the way we had intended it to be done 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.	✓			This aspect was one of the more tedious parts of our project and was accomplished by streamlining the way the deeds were being handled. The users are now associated with the deeds. The user being added to a movement can now also follow up on the prior deed and expand the movement.
7.	***Bug fixes:*** The app had a few bugs and glitches that needed to be taken care of.	✓			The back button was fixed. The user was now successfully able to change his profile information and the password that he/she uses to login. The problem of not having push notifications on multiple devices

					was also fixed.
8.	***Commenting:*** We went through a massive wave of commenting the code.			✓	We completed this imperative portion of the project and now feel confident that given that any other team that joins this project later on can successfully transition to what was achieved by us. It will also help us get started faster if we decide to work on this project after a substantial amount of time has passed.
9.	***Weekly meetings:*** 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 third sprint, there were a few changes that we think will make the app pro material:

1. **Further improving the user-interface:** Having understood a great deal of Photoshop over the last two sprints we can make good use of it to make the interface sparkle. We may as well look at a more consistent color scheme. We would also want to use the functionality offered by the latest Android update i.e. of the transition bar etc.

2. **Database:** Having worked with Parse seemed to be a wise decision if looked at from an overall perspective. However, we would like to disagree with that if we are to design any other app in the future. While Parse provides a simplistic approach to handling our data there are a few things that suggest that it still has to go a long way before it can be considered a robust database cum server management system. We have had to spend a long time figuring out problems with changing user passwords and other user profile details – which should ideally be simple. We would definitely look in to other options like Heroku, if we have to think long term with this app or if we have to work on a different app altogether.

3. **Additional Features:** We might also want to integrate Twitter as a secondary social platform that the users can make use of to register and/or login to the app. We might possibly also look into developing Autrui for iOS devices, in order to cater to a larger number of audiences.

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