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Sprint Retrospective

What went well:

- I think that the implementation of the steps went smoothly. Paying attention to the parameterization of the acceptance criteria really paid off and it was just a matter of selecting the right elements and interacting with them. I pretty much had working code and covered most test cases after my first run down of the steps. All of the acceptance criteria was pretty easy to implement for each user story except for US4.

What did not go well:

- The handling of the alerts could be a lot better. I had leftover alerts from previous test cases, causing them to fail, so I used a weird after hook to accept these alerts if they were present. I also think I could have managed my time a lot better. I spent a lot of time trying to “optimize” my acceptance criteria by creating similar, and when I realized that Cucumber “shares” its steps across feature files, then I also tried spending a lot of time optimizing that as well. In the end, it was kind of awkward actually parameterizing the code when adding planets and moons since they both have different conditions for creation and also select different web elements, and the Acceptance Criteria that I used for user story 4 ended up a lot like my original one.

What needs to be completed next sprint:

- In terms of testing, unit testing and integration testing has to be done. Each individual component of the system has to be tested and integration testing needs to be done. The defects need to be more carefully analyzed with the proper severity and prioritization, and the assigned user needs to be done.