<u>Review</u>

We met the stakeholders on Monday April 17 to discuss the progress that we have made with the product. We met again with CP David to show him all of our features and the related tests. For every requirement that he checked, he also looked at the unit tests and acceptance tests that were related to that particular requirement. After meeting with the stakeholders, we received some valuable feedback. Any feedback that involves any changes to our features will require us to put those features back onto our sprint log. For example, David noticed that part of the feature for being able to choose the top X papers was glitching out on certain tests. The number of papers in the table did not match the number of papers that we chose. Because this feature is not completely working, we will be putting this feature back on the sprint backlog. We currently have all of the features working except highlighting the downloadable PDF, selecting a subset of papers to form a new Word Cloud, and being able to download the Word Cloud as an image. For most of the features that we had tested, we had both the black box tests and white box tests completed. In general, David said we had good black box tests for all of the features that we showed him. However, there were a few of the white box tests for some of the features that did not completely test the feature that we were demoing. David noted that our white box tests for those features need to be more thorough in the future; for this reason, we will be making sure that the white box tests that we write are more specific. Overall, David said we were on very good track to finish all of the requirements by the end of Sprint 3.

<u>Retrospective</u>

During Sprint 2, we were successful in accomplishing most of our goals. We successfully stayed close to the expected rate of the burndown chart. We kept a sustainable pace by only completing the tasks for that day and not working overtime. By finishing the high risk features, it let us keep less features for Sprint 3 and more time for us to refine the product in Sprint 3. Also, by completing these features, we were able to get more feedback from the Sprint 2 review that we could fix during Sprint 3. Something else we did well in this sprint was do frequent stand up meetings.Also, during Sprint 2, frequent stand up meetings that were decided at the beginning of the sprint was helpful because everyone knew about the six standups at the beginning of Sprint 2. This way everyone could make sure they were available for the standup meetings and knew about the expectations. Another successful part of Sprint 2 was our sustainable pace.

Although most things went well in the second sprint, there are still some areas that need improvement. There are some changes that we need to make and during one of our initial meetings in sprint 3, we discussed and finalized how we are going to make these changes to improve the various processes in sprint 3. We are going to work on having more effective communication. Sometimes, although team members finished coding a particular component, they forgot to push their code or pair programming selfies. We want to have better communication between team members so that they can stay more on track in terms of pushing code and selfies. Also, we decided that there should be more communication between scrum master and the team members so the scrum master can ensure the all the work is getting done in a timely manner. The main issue was to make sure all the evidence of the work gets uploaded to github successfully and this was something we worked on. Although we were mostly successful with our sustainable pace, we could still improve and make it better.

Although we felt that most things went well in the first sprint, there are still some areas that

need more improvement. There are some changes that we need to make and during one of our

initial meetings in sprint 2, we discussed and finalized how we are going to make these changes to

improve the various processes in sprint 2. We are going to work on having more effective

communication. Sometimes, although team members finished coding a particular component, they

forgot to push their code or their pair programming selfies. We want to have more effective

communication between team members so that they can remind each other when they forgot to

push code or any other forms of evidence like the selfies. We also decided that there should be more

communication between the scrum master and the team members so that the scrum master can

make sure none of the team members have forgotten to do some kind of work. This means that

although none of the team members didn't forget to complete their tasks on time, they sometimes

forgot to push their evidence such as their pair programming selfies or their group selfies at the

scrum, or they forgot to push their code more regularly so that the code files on Github are regularly

updated. Although we were mostly successful with our sustainable pace, we could still improve and

make it better. In our burndown chart, there was one steep curve, and we want to get rid of any

peaks in the burndown chart to attain a perfect sustainable pace.