OneUp

Sprint One Retrospective

Team 13

Harris Christiansen

Jeremy Craven

Rajan Dalal

Marty Kausas

Adam Loeb

Nicky Semenza

1. What went well?

During Sprint 1, we were able to complete the majority of our planned user stories. In our iOS and Android apps a user is now able to view challenges being delivered from our backend and view information about popularity, descriptions, authors, and more. In addition, app navigation and overall design is near complete. Although most work was completed, we had a couple of stories that were almost finished, but not all the way to our acceptance criteria.

These user stories were completed in Sprint 1:

1. As a user, I would like the design style to be consistent between platforms
    a. We created designs for our logo, table cells, the challenge newsfeed, and completed most design for the settings page. In addition, we've identified some libraries we hope to use moving forward. One such library is an iOS cocoapod FLAnimatedImage which will allow us to use gifs in our iOS app.
2. As a user, I want to be able to use this on iOS
    a. We created the majority of the base views, layout and flow between them, our basic models and controllers, and set a standard for communication with our API. We now have basic model representations for a challenge, and attempt. The base controllers created are for login, challenges, notifications, and challenge detail pages. Our ApiClient can now be used to make http requests from our backend server.
3. As a user, I want to be able to use this on Android
    a. We created the all of the base activities, navigation between them, basic models, and standards for communication with our API. We now have a basic model representation for a challenge and use it in various parts throughout the app. Our app is now integrated with Glide and Volley for the image and json requests, respectively, we have to make to our backend.
4. As a user, I would like to be able to see what category a challenge falls in
    a. We designed the challenge item to clearly indicate the categories of a challenge, and then implemented that design in both iOS and Android. We also added a menu which is used to filter which categories are requested from the server.
5. As a user, I would like to see more graphic content then text while scrolling through a feed
    a. We designed and implemented our table cells to contain equal amount of graphic content (temporarily images) in addition to text. We've also implemented pull down to refresh in our challenge list and infinite scroll through our feed on both iOS and Android. Our backend team has implemented paging for our api.
6. As a user, I would like to be able to see records around me on a map
    a. We created a page in both the iOS and Android app that display an interactive map with pins indicating where challenge attempts have been made. Pins can be tapped to preview the challenge. Users can also navigate to the challenge detail page by clicking the link in the preview. Both apps still need a redesigned

preview pop-up that is more customized for previewing challenge attempts and info.

7. As a developer, I want the ability to push to staging and production servers
    a. We set up a VPS on DigitalOcean that runs our mongodb database, and node server. We created a script that will deploy the latest changes off of github and seamlessly restart the node server.

2. What did not go well?

Although we were able to implement most of the user stories, there were still a few tasks which we didn't have time to finish. Overall, there seemed to be a general lack of communication between the frontend and backend teams, causing certain features to have to be rewritten and/or modified on the backend to meet the needs of the front end. Time estimations on work could also be improved, and we could do a better job spreading out work over the duration of the sprint.

Following are the tasks which remained unsuccessful to an extent during the first sprint. We plan to start Sprint 2 by first completing these tasks and then work on our new tasks.

1. As a user, I would like to view challenges that are recent, popular, or global
    a. While we were able to implement most of these features, on the frontend, we still had not been clear as a team how we wanted to handle popularity. We are going to discuss this in depth before the next sprint to make sure we can get the last bits implemented on the back end as quickly as possible. The main issue to be discussed is how to handle likes on challenges and attempts.
2. As a user, I would like to be able to quickly discern popular challenges
    a. For the same reason as User Story 4, we didn't make as much progress as we wanted to here just because we didn't have clear direction. We've condensed these two user stories into one for the next sprint.
3. As a user, I would like to be able to see where challenges have been completed
    a. We did get the map views for Android and iOS implemented, but we don't yet have the backend code to support locations, or custom pop ups and pins for challenge locations. This was just a matter of running out of time in the sprint. We'll tackle this as soon as we finish up the other two user stories we didn't finish.

3. How should you improve?

The easiest way we can improve going forward into the next sprint will be to improve communication between our subgroups to coordinate how our various parts interact. There were a few points that we definitely needed to talk about in depth before we implemented that we didn't, and as a result, we didn't really know what we were doing. As a simple fix during this sprint, we are going to schedule a meeting to discuss each feature we are going to implement in depth so we are all on the same page before we start writing code.

Another big thing we can improve is with our time estimations. A lot of our sprint 1 estimations were pretty far off. Some were way too long, some way too short. If we spend more time during our planning session checking the times, we'll have a lot more success.

Finally, the last thing we can improve is spreading out our work over the entirety of the sprint. We probably ended up doing about the third of the sprint's work in the last day or two of the sprint. If we make sure we work a little bit harder early on, we can make sure we don't have that last minute rush.