1. The names of all members of your project group.

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2. The list of user stories that you completed in this iteration (you can just copy them from Pivotal Tracker) and your project velocity.

Main Menu:

- If there are dogs in the system, the Main Menu Screen should contain an alphabetized list of dog names. The user should be able to select a dog (which takes the user to the Dog Menu Screen). (INCOMPLETE)

Dog Menu:

- The User can click a Back button that returns the user to the Main Menu screen. (COMPLETE)
- The user can click a New Training Block Button that takes the user to the New Training Block screen. (COMPLETE)
- If the dog has a training history, then the user sees a list of the dog's past training sessions, organized by date. The user can select a specific block that takes the user to a summary of the selected training block. (INCOMPLETE)

New Training Session Menu:

- From the New Training Session Screen the user will be presented with a button to jump back to the Dog Menu Screen. (COMPLETE)
- Upon entering the New Training Session Screen, users will be prompted to input the following information about the Training Block: Location (of test), Location (of canister on body), Handler, Sample Number/BG number (within range), Time Obtained (of Sample), Sample Usage Information, and length of Session. (COMPLETE)

Session Menu:

- Users should see on the screen button options to select either a success, miss, or a false alert. Upon clicking a button, the user will be alerted as to what option was recorded. (COMPLETE)
- End Session button ends and saves the session and returns the user to the Dog Menu Screen. (INCOMPLETE)

Training Session Summary:

- User will see a button that returns them to Dog Menu. (COMPLETE)
- User will see a form filled in with the information from selected session. (INCOMPLETE)

Velocity: In terms of full completion we achieved 6 points. However all the incomplete stories were 2 points. They are all half complete (front end/routing complete but not connected to backend). If each were divided into a frontend and backend point we would gain 4 more points. Considering that to be a more accurate representation of our velocity capability, I would say that we have a velocity of 10 points for the first iteration (this also excludes any technological points).

3. For user stories that were planned but not finished, explain why.

We were unable to finish the user stories related to calls to and from our database. This was due to the fact that only one member of our group was familiar with web database integration. There was initial confusion over which database system we would choose (or whether we were going to be assigned a specific system such as Parse). This delay hindered our ability to sufficiently familiarize ourselves with the database system.

In addition our user stories did not account for the initial technological set up involved with the project. Connecting the database, choosing a host site, and learning new technologies (such as Node.js, Express, and EJS) took much more time than expected.

4. Describe any known bugs in the application, and how you plan on fixing them.

As mentioned above we cannot currently call from or push to our database – this is the source of the majority of our bugs. While many of the pathways for getting from and posting to the database are mostly setup, they still remain unconnected and thus non-functional (in particular, storing new session information and storing training session results). Other than that, the app is working as expected. We are working hard to overcome our general lack of experience with databases, but once we get the backend established, we will retest all connections and content rendering.

5. Describe the tests that you wrote (just mention which classes/methods you tested).

Since our code is in an online app format our testing mostly took the form of establishing proper navigation. We made sure that all the intended paths of navigation through the site worked properly by clicking all links on the page.

We also needed to test information relay. Our front end EJS files work by parsing JSON objects. Though we could not connect to the database, this testing was accomplished by passing in created JSON objects, and observing how they rendered. We also passed in improper JSONs to check for problems that might occur if the data is corrupted.

6. If there are any issues that need to be resolved before the second iteration (technical or personnel), describe them here.

Technically our team probably needs to have a couple spike sessions to determine a more realistic velocity. Much of the technology we are using is new to us and we need to continue gaining more familiarity.

Personally our team has had difficulty finding common meeting times. As a comparatively large group, it is a struggle for us to find blocks of time in the week when our schedules align. Regardless, we will work in the next iteration to find a better meeting system to help with the difficulties this has caused.