

**Sprint 1 Retrospective**

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**What Went Well?**

**Team Communication and Chemistry**

In a general sense, we believe that we were able to excel in team communication. Through using GroupMe, all of our team members were able to stay up-to-date regarding meeting times, future meeting times, constant changes that are pushed to our git repository, and indicating a need for assistance. Furthermore, we believe that each member was capable of working smoothly with one another and that there were never any conflicts between members.

**Our ability to evenly distribute work**

As we developed our project, we were especially pleased with our organization in dividing into teams and accordingly divide our work load into what we believed to be even for every member. Specifically, our teams consisted of the following: Kevin and Shantanu primarily working with database implementation, Arka and Anqi working with server communication, and Tiger working with Richard in user interface development.

**Completed User Stories**

1. As a user, I would like to create and login to my account.
   * We must create the user interface that allows for user registration and login.
   * We must implement database tables that manage user information and user tokens from Facebook and Google.
   * Success. Users are able to create accounts and login to their accounts through Facebook and Google.
2. As a user, I would like the application to "remember me".
   * We must properly implement Facebook and Google authentication that stores login information
   * Success. Users, after logging in successfully before, do not have to input their email or username when logging in again.

**What did Not Go Well?**

**Incomplete User Stories**

1. As a developer, I would like to develop a server-client application which facilitates communication between app and server.
   * We must implement and establish the Android client and web routes.
   * We must implement the socket communication from the backend server.
   * Incomplete. User requests are not able to communicated to the server and be fulfilled.
2. As a developer, I would like users to customize their profile to their liking.
   * We must create the user interface that allows for user input and privacy options.
   * We must implement database tables that manage profile information and server communication that handle user actions.
   * Incomplete. A user is able to customize information and establish privacy of his/her account. However, none of these changes are saved as these changes are dependent on our server-client implementation.
3. As a developer, I would like users to have the option of changing their public username.
   * We must create the user interface component that requests the server for a change in username.
   * We must implement database tables that manage profile information
   * Incomplete. If the user wishes, he/she may change his/her username. However, none of these changes are saved as these changes are dependent on our server-client implementation.
4. As a user, I would like to be able to upload a profile picture.
   * We must implement database tables that handle a user upload of a profile picture.
   * We must implement server communication that handles user request to upload new photos.
   * Incomplete. The user is able to successfully upload a profile picture to his/her profile. However, none of these changes are saved as these changes are dependent on our server-client implementation.
5. As a user, I would like to "like" and "unlike" clothing items.
   * We must create user interface components that allow a user to click on a "like" button.
   * We must implement database tables and server communication that handles user requests to "like" and "unlike" a clothing item.
   * Incomplete. When a user clicks on "like", the number of likes is incremented and the poster can see the number of likes. However, none of these actions are saved as these actions are dependent on our server-client implementation.
6. As a user, I would like to add clothes to my wardrobe.
   * We must create the user interface that allows users to add and remove clothes to and from their wardrobes.
   * We must implement database tables and functionality that manages and handles user requests to add a clothing item to his/her wardrobe
   * Incomplete. When a user clicks "Add", the clothing item appears in his/her wardrobe tab. When a user clicks "Remove", the clothing item no longer appears in his/her wardrobe. However, none of these actions are saved as these actions are dependent on our server-client implementation.
7. As a user, I would like to be able to follow other users.
   * We must create the user interface components that allow users to follow one another
   * We must implement database tables and functionality that manages and handles user requests to follow another user
   * Incomplete. When a user follows another user, the user can see that he/she is following the user. However, none of these actions are saved as these actions are dependent on our server-client implementation.
8. As a user, I would like to be able to unfollow other users.
   * We must create the user interface components that allow users to unfollow one another
   * We must implement database tables and functionality that manages and handles user requests to unfollow another user
   * Incomplete. When a user unfollows another user, the user can see that he/she is no longer following the user. However, none of these actions are saved as these actions are dependent on our server-client implementation.

**A Slow Start**

As we all had busy schedules due to other commitments such as other classes and extracurricular activities, we were not able to make as much initial progress as we would have liked. Furthermore, much of the time that we did spend in the early stages went toward becoming comfortable with our environmental tools and learning to implement using languages in which we have little experience. Therefore, little progress was made within the 10 days of our sprint regarding concrete programming of our software.

**The Accuracy of our Time Estimations for our Objectives**

Due to our lack of previous experience programming our software along with unfamiliarity with the Amazon Web Services, we were unable to accurately estimate how much time we would have to spend on each aspect of our project. Therefore, we can say that our estimations were somewhat underestimated as we had to spend a significant amount of time learning about the implementation of our objectives as well as on the implementation itself.

**The Ability to be In-sync with other members Regarding progress**

Because of our busy schedules and division of work among teams, we experienced that teams were not always on the same page regarding respective progress in their objectives. As each objective requires the work of everyone on the team, it is imperative that each team be in-sync in order for the entire team to be able to move forward. Unfortunately, we experienced a few occasions in which certain teams have made more progress than others, forcing us to fall behind while trying to help the struggling team.

**Not Enough Time Allotted for Testing**

Due to the slow start, we were unable to allot enough time to test the progress made during the end of the sprint. As most of the time was first spent in familiarizing ourselves with the programming environment and the later part was spent in doing most of the work, we didn't have enough time left to test the code.

**How Should we Improve?**

**Better Planning and Time Management**

As we are a little familiar with the coding environment, we should be able to allot appropriate amounts of time to each aspect of sprint 2. We will get started on the project as soon as possible, and efficiently and qualitatively finish the user stories. We will establish strict deadlines for each user story and try to get it done within the allotted time. Having stricter deadlines will also contribute to solving the problem of team members falling behind and not being on the same page as other members.

**More Emphasis on the Importance of Testing**

We will give more time to testing the product, or progress made. This will help us to improve our product and make sure we find bugs in time. We will try to test each user story right after the deadline has passed and try to improve upon any shortcomings. In the end, we have to realize that focusing on testing immediately after implementation will save us time in the long run when trying to debug our software after all of the implementation is over.