Sprint I *Retro*spective Document

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Purpose:

The goal of this document is to reflect on our experiences during the first sprint of our project. Our software, What's It Worth, will be a mobile application that allows users to submit a picture of a Magic: The Gathering trading card and be able to view its current price information.

General Retrospective:

1. What went well during the first sprint?
- Image recognition can visually highlight the source image if it's detected in the the compared image, even in many unique types of comparable images (images where cards are overlapping each other, or are slightly foreshortened, etc.).
- Client application successfully sends image to server.
- Client application successfully displays price information based on test card name.
- The database can successfully connect to the server and interact correctly.

2. What didn't go well during the first sprint?
- Client-server interaction, in combination with scraping TCGPlayer.
- Client application took longer than expected to take picture and upload it to server.
- It was difficult to decide on what information should be put inside the database for comparison.
- It was a challenge to get the database to correctly function on the server

3. How can we improve for the next sprint?
- If we spend enough time making sure our components work well together, we are set to improve during the next sprint.
- Pick the best route to work toward for improving both the performance and accuracy of our project by our class deadline:
    - Try using an external API to improve performance of image recognition.
    - Try to use Vuforia to more easily store such a large number of cards to improve performance.
    - Switch to recognizing a smaller set of cards on the system we have in place now.
- We need to find the best threshold for comparing card similarities.