Sprint II *Retro*spective Document

Kaileen Kraemer, Nick Bachman, Sam Dickson
Niraj Venkat, Ben Pietrzak, Theo Reinke

Purpose:

The goal of this document is to reflect on our experiences during the second 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 or a form of currency and be able to view its current price information.

General Retrospective:

1. What went well during the second sprint?

- Setting up the Vuforia database
- Client application successfully sends retrieved item name from Vuforia to server
- Client application successfully displays overlayed price and name information that snaps to the recognized image while it is still in the camera view.
- The software's performance has improved significantly.

2. What didn't go well during the second sprint?

- Setting up the NDK on our individual machines and installing on our devices after choosing to use Vuforia.
- Identifying forms of currency with client application.
- Finding a database for pricing information on stamps.

3. How can we improve for the final sprint?

- "Sleeker" overlay in the UI with more information.
- Client application cannot use the Vuforia database excessively.
- Discover ways to work around a card name being associated with multiple images.
- Incorporate more features like a history list of previously scanned cards.