

Sprint III Retrospective Document

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Purpose:

The goal of this document is to reflect on our experiences during the third 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 market information.

General Retrospective:

1. What went well during the third sprint?

- Implementation of the GUI overlays for different types of items.
- Sound effects and other ambiance features were implemented flawlessly.
- Scraping methods were optimized and new graph data added.
- Script for fast addition of items into Vuforia database and What's it Worth Server completed.
- Improvements to backend database implemented

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

- Vuforia premium service costs a lot of money, so expanding the app to more targets would not be profitable.
- Currency detection is sometimes inaccurate because monetary notes are not augmentable enough.
- Target upload system did not handle collisions well.

3. How can we improve for future sprints?

- Include support for other trading card games like Pokemon and Yu-Gi-Oh using or scraping APIs similar to TCGPlayer
- Possibly add functionality to allow trusted users to upload new targets through the Android application.
- Allow users to select among many tracks of smooth jazz while waiting for Vuforia recognition.
- Discuss deal with Cedric the Entertainer and NBC to commercialize and promote "What's it Worth".
- Add logo recognition of restaurants to find nearby locations.