

Sprint 3 Report

Product Name: SEADS

Team Name: SEADS Backend

Date: 10 Dec 2014

Stop Doing:

1: Having tasks assigned, we should've been choosing tasks for ourselves

- Rationale: People are more productive when they work on task that they pick themselves. This also allowed the work that needed to be done to be more enjoyable.

2: Working on different tasks.

- Rationale: We need to focus on getting the product done, not add extra features. If a person had multiple task, they would sometimes end up working on the task that wasn't as important as other task they were assigned.

3: Working on non-mission critical tasks.

- Rationale: A main point of SCRUM is to complete a working product, and only then go back and add additional features on future iterations. Spending too much effort on features that are not critical to the product results in less major features being created.

Start Doing:

1: Work only on tasks directly related to completing a full working product.

- Rationale: Fancy and incomplete is worse than complete but non-fancy.

2: Agree on a data format standard.

- Rationale: We've got a number of competing formats, with absolutely no reason for more than one. Multiple formats resulted in a lot of custom code tailoring when combining our code.

3: More virtual collaboration.

- Rationale: This was effective in getting group work done, although not as efficient as in person work met ups of course. It was however, more convenient and allowed us to work regardless of our schedules.

4: Putting aside time per day to focus on this project.

- Rationale: Working on the project everyday keeps momentum of the project moving. When development comes to a halt, it takes time to build up momentum again leading to less productivity.

5: Have a better estimation on how much work can be accomplished .

- Rationale: It's important to be aware of whether or not we're biting off more than we can chew when we decide on a sprint task. Continually falling short on accomplishment can be discouraging to the team.

Keep Doing:

1: Frequent communication and collaboration

- Rationale: This has helped be continuously aware of the status of the project and what's holding progress back

2: Assigning tasks

- Rationale: This made it clear who was responsible for what, and allowed us to plan accordingly and hold each other accountable.

3: Group code sessions.

- Rationale: Working on the code as a group allowed us to more effectively communicate information to each other and proceed much more quickly.

Work Completed:

- Wrote a function for balanced classifier training, which improves the classifier re-training function.
- Developer's SEAD plug GUI for data collection
- Document on how to connect to the database via an IDE
- Document on how to use the API
- Documents of all existing code on GitHub
- User Documentation
- Test Documentation
- Problem Report
- Improvements to spectrogram.py

- Final presentation
- Data Collection
- Bug fixing in Analysis.py
- Development of Analysis.py

User Stories

User Story Finished	User Story Incomplete
As a search developer, I want to create unique signatures for signals to store in a database.	As a GUI developer, I want to query the database for data by appliance type
As a GUI developer, I want to query the database for signals within a certain range.	As a GUI developer, I want to query the database for data from SEAD panels
As a search developer, I want to create a GUI for recording live data from a SEAD plug.	

Work Completion Rate:

138 / 30 = 4.6 ideal hours per day

55 / 30 = 1.83333 story points per day

Burnup Chart

