

Sprint 3 Report - CMPS 115 – Software Methodology

Sead Systems Team Retrospective and Review 11/27/15

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Things should we stop doing

Analyze the meaningfulness of tasks before setting out to do them. A couple tasks we planned on completing for this sprint had to be dropped in order to implement essential features on time. We should also stop missing meetings. These are important sessions in which we are able to communicate what we've been doing and demo the functionality. It also helps with integrating separate modules together.

Things we should start doing

Conceive of better ways to visualize data, as well as optimize d3 code. Current visualizations are pretty slow to start up. Now that event detection has begun, that data must be analyzed further to create classified events. Classified events will then be used to classify future events, in real time.

What is working well that we should continue to do?

When we do meet, collaboration is excellent. Everyone seems to be able to communicate their ideas and what they need help with. Other members are willing to help and step through the problems together.

What work was completed, and not completed?

Things we completed:

- Features added to the API
 - Discrete Consumption function
 - Event detection for load within given time range
- Front end now displays bar graphs for consumption over a given time range
- Users are now working
- Front end can request event detection and show this to the user
- D3 graphs interpret API calls and display data in graphs

Things we didn't complete:

- Use of NILMTK, this was dropped in order to complete event detection on time
- No progress in term of mobile development
- There still exist bugs in the system which need to be fixed and/or documented

What is our rate of completing work?

In our final sprint, we completed most of what we set out to do. Some tasks, such as mobile development and NILMTK research, had to be dropped in order to make time to finish the most important tasks in terms of having a working release on time. We definitely set out to do too much at the start of the sprint, but we finished the essential tasks. Our rate of completion was more than satisfactory, with the pressure of a release helping push features out at an increased rate. Meetings were much less productive when all members did not show up.