

# Team-Up!

**(Sprint 3 Retrospective)**

<https://github.com/srhee91/Team-Up>

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## Sprint Retrospective

### What went well?

We completed almost all of our sprint objectives and didn't run into any major roadblocks.

- Implemented functionalities using Facebook SDK (Bo, Ken, Sang)
  - Implement Login with Facebook account.
    - User information is extracted from Facebook account and stored in Team-Up application's database.
    - Username is manually set by the user.
  - Implement a functionality to show a list of Facebook friends who are currently using the Team-Up and invite them to join a team-Up group you own.
    - Under the Members page in a Group page, there is a button that will show a list of Facebook friends who are currently using the Team-Up.
    - You can press the name of your friend that you want to invite from the list. It will send that person the invitation to the group.
- Implement a functionality for users to edit their privacy settings (Kartik)
  - Create a page that lets a user to edit his/her privacy settings.
  - When other users look at a user's profile, they can only see the user's information based on his/her privacy settings.
- Improve Meeting Class (Trevor)
  - Add notification functionality to notify users about upcoming meetings
  - Users can see whether they have upcoming meetings by looking at that group's profile page.
- Improve UploadImage Class (Travis)
  - Implement functionality to allow user to select an image on their phone to use as their group profile image.
  - Removed ability to add images from URL. This is an inconvenient method of adding messages on a phone.
- Implemented group deletion functionality (Extra work by Trevor)
  - Once the last user of a group leaves, the group is deleted and the user receives a notification.
  - Added functionality to the cloud database which deletes all objects that are related to a group once it is deleted.
- Added UI elements to table views (extra work by Travis)

- When groups and categories are displayed in the same list, an icon appears next to each item that indicates what they are.
- Create test cases and test on features we have implemented
  - Performed black box testing on overall functionalities of the application.

#### **What did not go well?**

- One of the extra feature of Facebook we were planning to do is to send app invites to users' Facebook friends. However, we found out that the new SDK starting from 2.0 prohibits getting the full list of Facebook friends. Instead, we could only get the friends who have already authorized the permission to Team-Up.
- Some of the planned features for this sprint were much larger tasks than anticipated. These tasks had to be downsized in order to be completed in the appropriate amount of time. In the future, researching on how to implement features may significantly increase productivity.
- Incomplete user stories
  - Implement a functionality to invite Facebook friends to join Team-Up

#### **How should you improve?**

- Create more test cases to find all possible bugs and fix them
- Upgrade the Parse server to handle more requests