**Sideline: Release 1 by HRZN**

**Target**

**Aim:** Log in page(need), Social media(need), Chat system(group) Chat(one to one) (need), Training log(need),, Player profile(need), Manager profile(need),, Weather API(want), League table(wish), Player feedback(wish).

**Testing:** User testing & Unit Testing.

**Results**

**Features:** Log in page, Social media, Chat system(group) Chat(one to one), Training log, Player profile, Manager profile, Weather API

**Not implemented**: League table, Player feedback.

**Testing:** Features partially tested(Group chat system). User testing & Unit testing not implemented in any other features.

**UI Design:** UI Design not implemented according to prototype UI.

**Backlog Items**

Backlog items were prioritized in order of “Needs”, “Wants”, “Wish”. All backlog items completed within release 1 added up to a total of 127 points. All features were marked as epics as they reached over 9 points and involved different roles to produce it. Features tagged as “Needs” were completed except for “Player profile manager side”. Weather API was a need which was completed over a need because the task was easier to implement than player feedback. League table was a wish which was not implemented as there was not enough time in the release to implement it.

**Sprints**

Graphical user interface, website

Description automatically generated

Graphical user interface, website

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Graphical user interface, website

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A screenshot of a computer

Description automatically generated

Hours through each sprints were spread evenly. Sprints such as sprint 7,8 had unbalanced hours as this depended on the team members roles. Michal worked on the front-end of the application thus having more hours than everyone.The back-end team(Amara & Mahaveer) in sprint 8 worked on the back-end of Michal’s front-end design thus having more hours. Sprint 6 there was no hours allocated for anyone as everyone had exams which resulted to no one having enough time to work on the project. We completed an average of 68.25 hours throughout the release of each sprint. Sprint 8 was the most productive sprint with 96 hours completed while sprint 7 is the least productive with only 40 hours completed.

Graphical user interface, chart, line chart

Description automatically generated**Burndown Charts**

Graphical user interface, chart, line chart

Description automatically generated

A screenshot of a computer

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Description automatically generated

From looking at these burndown charts our team did not manage our tasks/backlog items very well. We were always behind on hours allocated within the week. Tasks within the sprints were mostly completed at the end of every week with Sprint 7 being an exception. Sprint 7 was our most managed and productive sprint as at one stage managed to stay ahead of the hours we allocated for that sprint.

**Problems**

**Platforms**

4 team members worked on windows while one worked on MAC. This turned out be a major problem for testing as the log in page was tested but received fails. To overcome this issue we deleted files e.g .env file & package.json for ios and installed window modules in visual studio terminal. This problem is still ongoing as we ran out of time in the release

**Putting all code together**

Some issues arises as some team members had a different way doing their work in comparison to the way another team member has done their work. It was hard to get someone else’s code running on your own machine as there were many different dependencies needed as such. For example, one of our features were only designed for IOS when it also needed to be working for android and would not be compatible with the other code.

**Covid**

Covid played a small factor in our project productivity. Due to losing team members for a week after the Christmas break, team members couldn’t work on their tasks allocated to them within the sprints.

**Firebase:** “In Firebase, I Created an unique identification ID for linking each user with their Chat documents.” This helps link each user with their user information and their chat information together. So we know who is sending messages to whom.

**Lessons**

**Scope:** Our scope was too big for release 1. We tried to implement every feature that we scoped. This proved to hurt the team in the end as we didn’t manag to complete all of the features or to implement them together it just became too much work for everyone. For the next release, we plan our narrowing down our scope and focus on only a few main features and make sure they are done to their best.

**Scrum master:** As scrum master I need to manage the teams deadlines better. I have learned a few lessons from Gerry and the team has given me feedback to always check on team members whether we are being productive or not. This will help the team being more productive and reach our deadlines.

**Planning:** We didn’t do any work in sprint 6. This was a result to poor planning of project. We need to draw a ca plan for other modules for our team as in the last release, the other modules overlapped with our collab project a lot. This lead us to have little time to work on the project itself as we over loaded ourselves.

**Team moral:** Team morale is very important, If the whole team is happy on what were are focusing on and what are goals are then this could lead to maximum productivity. In the middle of the release we were all tired of working and needed a break thus why hours between 6 ‘& 7 shortened compared to the other sprints where we worked over 60 hours.

**Targets Release 2**

Update Prototype with the features available.

Implement UI according to the prototype.

Test all the features on the application User/Automated testing.

Implement security. E.g regex patterns

Add weather feature(wish).

Get demo feedback from managers.