**Release 2 Report**

Sideline

**Logo

Description automatically generated**

**Story Points**

**Initially planned:** 134 story points.

**Mid release:** 164 points.

**End of release:** 144 points.

**Burn up analysis**

Initially we planned 134 story points worth of backlog items all together. Between Feb 14th – Feb 28th there was an increased of productivity as we were on 30 points and it largely increased to 50 points. Steady increase of points from the beginning of the sprint as we missed a few tasks in planning. From 134 points to 140 points. On Tuesday 22/02/2022 10 story points added. This proved to be too much work as we wouldn’t meet the deadline, as we only reached 97 points on the 9th of March so we decreased the amount of backlog items which gave us a an estimation of 142 points. The frontend and backend team managed to create more screens that initially projected. This led to a large volume of testing so story points were increased to 164 points as backlog items were being added. But this didn’t make any sense as our work projection was never going to reach 164 points. As by March 19th we only had 120 points completed and it was near the end of the release. On March 20th the team decided to knock off and decrease the amount of work added to the release to 144 points. We managed to reach these points by the end of release 2.

**Release 2 Burn up Chart**

Graphical user interface

Description automatically generated

**T-CA3 Targets**

**Frontend and Backend Team**

Produce Player-side of the application: Social feed(Posting a picture), Training log, Player profile, Chat system(Group)&(One-to-one)

Implement UI according to the prototype.

**UI Design**

Release new Prototype with features available.

Implement UI according to the prototype.

**Testing**

User Test Prototype

Acceptance test Player-side

Functional test Player-side

Test all the features on the application(Manager/Player-side).

Get demo feedback from managers.

**Results**

New prototype: New color scheme, Layout, Structure

UI Implemented according to the new prototype

Social media feed(Post a picture)

Chat system (few bugs)

Features connected to firebase: Social media, Chat system, Player profile

2 Log in interface for Manager & Player

Prototype Player-side user tested

Manager feedback on the most important features of the application

**Sprints: Work Distribution**

**Sprint 10**

Graphical user interface, website

Description automatically generated

**Sprint 11**

A screenshot of a computer

Description automatically generated

**Sprint 12**

A screenshot of a computer

Description automatically generated

**Sprint Burndown Charts**

Chart, line chart

Description automatically generated Chart, line chart

Description automatically generated

Chart, line chart

Description automatically generated

**Problems**

**Navigation system**

The problem was that in order to move to another screen you had to navigate to another navigator which wasn't getting called. This resulted in having to change the whole navigation system to incorporate nested navigation between screens. EG Login -> Tab Navigator(Home)

**Survey Responses**

Getting responses was very difficult also as the user's all had busy schedules. We had to constantly remind them to give us feedback on our application. This caused us to only have responses at the end of T-CA3

**Prototype Testing**

Testing the prototype was very awkward as we used a laptop. Some buttons on the prototype glitch so they didn’t do what they were supposed to do. We had to watch and help them if they had any problems. This means user’s couldn’t get the full user experience on our prototype.

**Final Release Plan**

Acceptance Testing: Social feed, Player profile, Schedule, Chat System(Group & One-to-One)

User Test Application: Player-side & Manger-side

Manager-side of the application

Fix Chat System Bugs

Demo the full application to manager’s/Players

Analyse Prototype feedback