Sprint 1 Report
Talk to Me by TADAA
V1.1.0 Oct 28, 2020

Sprint Goals
Develop and deploy a minimal web app that allows users to join chatrooms and send/receive messages.

Start/Stop/Continue
Start:
- Building frontend using CI because we don't want to go through building it on the server.
- More **WAR ROOMS**.
- Use the Scrum board and burnup chart more.
- Define tasks more specifically and with more thought on the work necessary (frontend and backend work).
- Talk with each other and make sure everyone knows how each system works.
- Create more and more detailed documentation.
- Managing git branches/marges better.
- Code reviews.

Stop:
- Letting unwritten tasks pile up

Continue:
- Learning technologies/spikes.
- Rubberducking code and technologies.
- Writing code.

Tasks Completed
- As a user, I want to be able to be given a private chat room, so I could talk without anyone else seeing. - **COMPLETE**
    - Landing page
        - Connect to chat button. - **COMPLETE**
    - Chat page
        - Chat box (FE + FS). - **COMPLETE**
        - Private room.
            - Queue/matchmaking. - **COMPLETE**
            - Letting user know status e.g. connected/in queue. - **COMPLETE**
            - Putting users in the same room. - **COMPLETE**
            - Handling user disconnects. - **COMPLETE**
    - DevOps Tasks
        - Setting up Kamatera, domain name, GH - **COMPLETE**

- As a user, I want to be able to send and receive messages, so I can talk away my loneliness. - **COMPLETE**
  - Sending messages
    - FE: Send entered message to FS. - **COMPLETE**
    - FS: Send message through REST to BE. - **COMPLETE**
    - BE: Relay received message through WS to other user. - **COMPLETE**
  - Receiving messages
    - BE: Send message through WS to other user's FS. - **COMPLETE**
    - FS: Send received message to FE. - **COMPLETE**
    - FE: display received message. - **COMPLETE**

Work Completion Rate
User Stories Completed: 2, (1/7)stories/day

Estimated Ideal Work Hours Completed: 65, (4.66)IWH/day

Number of Days: 14

Sprint Demo/Retrospective
Demo
Worked, two people navigated to the website, got placed into an anonymous chat room and sent messages back and forth.
Retrospective
Start/Stop/Continue written above.
General thoughts:
- Spikes were pretty massive.
- Underestimated difficulty of putting moving parts together.
- Right in our assumption that sprint 1 was the hardest.
- We have a good infrastructure in place right now
  - Easy to add new routes.
  - Room to grow/build better easily.
- Lack of use of Scrum board and burnup chart

Overall Evaluation
For the amount of work that we had to put in (Greater than we anticipated), we did incredible; All user stories and tasks were completed and lessons were learned.