

Sprint 2 Report

Talk to Me by TADAA

V1.1.0 Nov 10, 2020

Sprint Goals

Allow for a user to select how they want to use the website by choosing “Vent”, “Listen” or “Talk”. Let users know the purpose of the website. Allow users to show their appreciation for messages by “liking” them.

Start/Stop/Continue

Start:

- Follow PEP-8 code style
- More comprehensive code reviews in PRs
- Merge things into master earlier
- Classifying bugs as tasks and update necessary documents

Stop:

- Fewer, miscellaneous, branches in repos

Continue:

- Pair programming
- Using the scrum board and burnup chart

Tasks Completed

- As a user, I want to be able to match with someone who can hear me vent, so I can vent. - **COMPLETE**
 - Add different queues to the matchmaking algorithm. - **COMPLETE**
 - Match users correctly based on their queue. - **COMPLETE**
 - Match users in the talk queue with vent/listen if there are not enough users to matchmake optimally. - **COMPLETE**
 - Give the user the option to select between different queues. - **COMPLETE**
- As a site admin, I want to show a popup detailing the purpose of the site, so I don't get people trolling. - **COMPLETE**
 - Design the popup. - **COMPLETE**
 - Show the popup. - **COMPLETE**
 - Only show the popup if the user has not already seen it. - **COMPLETE**
- As a user, I want to be able to like messages, so I can show people I like what they're saying. - **COMPLETE**
 - Give users the option to click on the message to like it. - **COMPLETE**
 - Display liked message. - **COMPLETE**
 - Send the server a kiss to let it know that the message was liked. - **COMPLETE**

- Broadcast the kiss to the connected clients in the room. - **COMPLETE**
- Miscellaneous Tasks
 - Remove ghosts from the queue. - **BUSTED**
 - DevOps: - **COMPLETE**
 - CI for frontend deployment on server - **COMPLETE**
 - CI for backend testing - **COMPLETE**
 - Documentation - **NECESSARY THINGS AT LEAST**
 - Fortifying server - **COMPLETE**

Work Completion Rate

User Stories Completed: 3 (3/14 per day)

Estimated Ideal Work Hours Completed: 56 (4/day)

Number of Days: 14

Sprint Demo/Retrospective

Demo

- Queues successfully match correct pairs.
- Liking a message shows up for both parties.
- Popup looks nice and allows the user to choose to never see it again if wanted.
- Users can no longer be matched with a ghost.
- Successfully leaves queue when disconnecting

Retrospective

Start/Stop/Continue written above.

General thoughts:

- Better use of scrum board/burnup chart!
- Bugs were harder than anticipated
- Tasks felt better
- We could talk more
- We could document more
- What even is a code review anyway
- Write down the bugs better

Overall Evaluation

This was a shorter sprint than sprint 1 due to fewer spikes, however we continued to improve on the product via the queues, popup and liking messages. Fixing the bugs now lets the product be ready for use. :)

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