

Sprint 2 Report

Product: SlugSense WebApp

Team: WebSwag

Date: 07/18/2017

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- Actions To End
 - We find that a majority of our blockers are related to a lack of open communication from our mentors. We find this is on us, and understand that it is our duty to communicate with our mentors over what they want, when they want it, much more often than usual.
 - Over time, team members tend to wander off from the tasks they are given; as such, what members are doing does not always reflect the scrum board. The Scrum master should be put more to task towards guiding all members in their tasks.
 - The Scrum master must be more focused on removing other members' blockers over their own work.
- Actions To Begin
 - The Scrum master should guide members more often in their tasks.
 - Members will read more documentation for Vuetify and Javascript.
 - Members will begin to consider Material Design guidelines as they incorporate and modify features within the webapp.
 - The team will communicate more often with product mentors, and accommodate those who are not as inclined to appear in person.
 - The team will drop more non-essential tasks into the sprint backlog given the guidance of project mentors.
- Actions to maintain
 - The team has improved their timeliness.
 - Sharing work eases workload. Members will continue to share ideas over tasks.
- Work completed
 - The webapp now parses real data through the API hosted on Heroku, and incorporates that into the data the webapp uses.
 - Graphs now show data on a per-selected-node basis.
 - Search is functional and context-dependent on selected fields.
 - Notifications are provided,
 - firstly as a badge for environmental variables out-of-bounds as of the last sensor update,
 - secondly on a per-selected-node basis on the dashboard using data from the last 24 hours in a way that is easy to read.
- Work not completed
 - A userstory regarding mapping of sensors was deemed unfeasible and low-priority, and was dropped to the product backlog.
 - A user story related to improving features upon the left-hand navigation bar was deemed unnecessary, as minimal improvements made it meet a mockup provided by a UX designer from SlugSense.
 - Tasks related to performing specific SQL queries in Node.js were deemed unnecessary, as it was found out that API calls (which we were unaware of at the beginning) ably performed equivalent queries.

- Work completion rate
 - Effectively, 28/39 story points were satisfied, with 3 of 4 user stories being completed.
 - 32 ideal working hours were completed out of an ideal 40.
 - Spring lasted 7 days, (7/11 - 7/17)
 - Previous sprint lasted 6 days (7/5 - 7/10), with 15/35 ideal working hours being spent, and 0/3 user stories being satisfied to completion.

