

Sprint 3 Report

Product: SlugSense WebApp

Team: WebSwag

Date: 07/25/2017

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- Actions To End (If we were to continue development)
 - We would be less hesitant to communicate with the mentors regarding difficulties with development because many errors and blockers in this sprint were caused by the backend, which they developed.
 - We would stop having a disorganized github repository.
 - We would try to do better documentations and comments.
- Actions To Begin
 - We would try to have the mentors all meetup in person in order to ensure that their ideas for our development are consistent.
 - We would learn to use github in a better manner in order to make parallel development and merging code easier.
 - We would communicate development changes more quickly to each other.
- Actions To Maintain
 - We would continue meeting up frequently, keep up the good team work.
 - We would continue to help each other and keep each other updated on any changes.
 - We would constantly meet with the TA to seek help.
 - We would be efficient and finish more user stories.
- Work Completed
 - The webapp now can get live data for a given week of a node instead of using default data.
 - The whole graph will be loaded upon running the webpage, user doesn't need to scroll down to see all of the data.
 - The sensor boxes at the top of the webapp now show the most recent reading for the selected node. The data now successfully changes when new nodes are selected.
 - Various UI changes requested by our mentors were made. One of these changes were making the full graph visible upon opening the webapp.
 - Additional documentation and comments were added to the code.

- New frontend login page was created.
- Real alerts based on node data were created. These alerts are shown both on the dashboard and in the Activity page, accessible via the navigation bar.
- Dashboard alert format is nice and more readable.
- Made the webapp adhere to material design guidelines.
- Work Not Completed
 - The user story related to improving the search functionality of the web application was aborted because a mentor had improved it while we were attempting to.
 - Creating the login function for the login page that takes user credential and logs into the webapp was dropped due to time constraints and problems with the backend.
 - The user story of making the “Day” and “Week” buttons responsive to resizing the window were dropped due to time constraints and incapability of figuring it out.
- Work Completion Rate
 - Effectively, 41/49 story points were satisfied, with 5 of 6 user stories being completed.
 - 40 ideal working hours were completed out of an ideal 50 during the first half of the sprint 3; Increasing ideal hour is due to adding user story that requires functional login page.
 - 45 ideal working hours were completed out of an ideal 45 during the second half of the sprint 3; Decreasing ideal hour is due to aborting user story that requires functional login page.
 - Spring lasted 7 days, (7/18 - 7/25).
 - Previous sprint lasted 7 days (7/11 - 7/17), with 28/39 ideal working hours being spent, and 2/2 user stories being satisfied to completion

Burn up chart

