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 login page with all functionalities. Login page is working only when using hard coded username and password.
  - ○ 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

Legend:
- ideal hours
- work hours cmplt

X-axis: 7/5, 7/6, 7/7, 7/8, 7/9, 7/10, 7/11, 7/12, 7/13, 7/14, 7/15, 7/16, 7/17, 7/18, 7/19, 7/20, 7/21, 7/22, 7/23, 7/24, 7/25

Y-axis: 0, 10, 20, 30, 40, 50, 60