

SPRINT REVIEW / RETROSPECTIVE

Sprint 10

DATE: 12/10/2018

SPRINT DELIVERABLES

Github Status:

<https://github.com/DanWoodNZ/Glance/tree/070422819b2daac1a146ce0314e21ed4b7fddaff>

THINGS THAT WENT WELL

We hosted the application for Bulletproof to start using, and completed our handover documentation. As a team, we identified a lot of bugs which we fixed and added a lot of smaller low impact feature which helped the applications final polish. We performed a final usability study using lessons learnt from another paper, following strict usability framework. Using this framework uncovered a lot of small usability issues that would be great to address in the future.

THINGS THAT COULD'VE GONE BETTER

We gave ourselves way too much work to do in this sprint. Although we completed all of the development work as a team, we ended up really burning ourselves out to make sure we had the best possible product to show off to the client. This also meant we did not get through as nearly as much of the important project documentation as we would have liked to get through, leaving a lot of additional work to tackle in the next couple weeks. This could result in us jeopardising our overall grade for the paper if we find we need to rush something out.

LESSONS LEARNED

As a team of full developers, our main focus is on coding and developing new features. This has often meant that some of our documentation has been light. At this stage in the project, when we are supposed to be producing documentation that will decide how we get marked for the whole year, we should have stopped development earlier and focussed our energy on documentation. While our team is very proud of the work we have done, we have learned the lesson that coding itself can sometimes distract from projects key goals, and we plan to do no further development over the coming weeks.