

SPRINT REVIEW / RETROSPECTIVE

Sprint 5

DATE: 31/07/2018

SPRINT DELIVERABLES

Github Status:

<https://github.com/DanWoodNZ/Glance/tree/c65bb1dcfe35dc8122e528adddd3a4f24b8376ee>

THINGS THAT WENT WELL

Had a UI feedback meeting with bulletproof and managed to collect a large amount of invaluable user feedback that has been transformed into actionable user stories which will help in development. As a team, we implemented drag and drop repositioning functionality, feature rich monthly table as a separate page to the weekly view, as well as making substantial progress with a project-wide code refactor.

THINGS THAT COULD'VE GONE BETTER

Because of both the code refactor (not planned for in the original sprint planning), and the extensive work completed to meet the goals outlined in the user feedback meeting, the sprint plan to optimise for the mobile experience was not met. The work to optimise the application for the web will take place in a future sprint. This is largely a result of code refactoring which has taken a lot of development time away from implementing new features, to ensure that the code base is maintainable in the future.

LESSONS LEARNED

We learned about the importance of code refactor and some very important things about collaborative software development. We didn't start the project with agreed-upon coding standards or a strong coding pattern in place. As a result, each of us has used different practices while coding, making it often difficult for other team members to develop the work of other team members. All team members have agreed to try and write more functional and readable code going forward, using the Revealing Module Pattern for our javascript.