Turnip

Team 2 - Sprint 1 Retrospective

Abigail Alderson, Cole Johnson, Keegan Irby, Kevin Cardona, Kyle Pollina

What went well?

Because most of our team had experience with MEAN stack application development, there was little initial research that needed to occur. Although some members of the team initially struggled to set up services like Gulp and MongoDB, it only took a day or two to iron these problems out. Upon the last day of the first sprint, we could safely say that most of our goals were achieved.

As a user, I would like to register for a Turnip account.
This user story required almost everyone's participation on the team. The design ended up being a sign in page with registration capabilities. This lessened the complexity for the user and allows for easy navigation between the two options.

As a user, I would like to login to my Turnip account.
As mentioned above, the seamless transition between registration and login options simplified the design and made it easier for both the frontend and backend.

As a user, I would like to change my account information including my name, password, and email.
Once a user was given a JWT to confirm that they were logged in, development could begin on some of the profile functionality including being able to edit simple account information.

As a host, I would like to create an event.
This may have been the most complex user story tackled during the first sprint. Cole and Kevin worked together to make sure that a user could easily send the event information to the database successfully.

As a host, I would like to invite my friends to my event.
The implementation of how we were going to invite guests was still in discussion, but we settled on emailing links to guests. This was the easiest solution for right now, but time permitting we will allow for other methods of inviting friends via text messaging, Turnip, etc.

What did not go well?

Most of the first sprint went surprisingly well. Besides some small hiccups with getting everything up and running with our stack, each team member faced individual struggles that they had to figure out on their own. As a whole, there were no large obstacles that stood in the way of development.

As a user, I would like to upload content to a current event stream.
At this point, users are still not able to upload content other than text to an event stream. Other priorities in the sprint took up the time needed to complete this task, and while some of the functionality works-- it is not completely done.

As a user, I would like to view my profile.
The profile creation wasn't that difficult. The only issue that we are currently having with it is the fact that we don't have data to populate various areas of the profile. As of right now, the user data that we are able to pull consists of first name, last name, and email.

How should we improve?

Weekly Reports
The weekly individual and team reports to our project coordinator and professor were sent last minute, and were not prepared as a team, leading to inconsistent and sometimes overlapping goals for the week ahead. In the future, the scrum master will make sure that team members have sent in their reports hours before they are due to ensure unique goals for each member.

Weekly Sprint Deadlines
As we get settled into the second sprint, it is imperative for each individual on our team to define clear deadlines for each week of the sprint. This will prevent each member from falling behind on their goals and ensure completions of tasks without much stress.