

Group 3 Iteration Reports

Iteration #1

What went right?

- Communication on Slack was strong, useful, and frequent
- Branch management was effective and clean
- Development tasks were ambitious for iteration 1 yet still completed
- Full vision and implementation path for project seems to have been actualized

What went wrong?

- Onboarding to GitKraken was slow which slowed task board assignments a little
- Requirements document baselining was put off a little longer than necessary

Remedies?

- More detailed breakdowns for document related tasks on task board
- Longer runway allotted for onboarding in the future if new tools brought into the project

Iteration #2

What went right?

- Communication on Slack was strong, useful, and frequent
- We seem to have the hang of branch management now. It really helps with separating the front-end from the backend
- Presentation went very well considering the crazy circumstances with COVID-19
- Prototype is progressing along very well considering the current timeframe

What went wrong?

- Tasks to be completed were a little too ambitious for just one iteration.
- Had to gloss over a few features that would be implemented in the prototype demo
- Some tasks only partially completed

Remedies?

- More short term milestones
- More conscientiousness with individual task due dates
- Break large tasks up into smaller tasks

Iteration #3

What went right?

- Communication on Slack was strong, useful, and frequent
- Prototype is progressing along very well considering the current timeframe
- Multiple small Zoom meetings organized to map out component design
- Laid out plan for testing framework
- Really useful comments and bug catches with Pull Request approval process on Git Hub

What went wrong?

- Tasks to be completed were a little too ambitious for just one iteration... again.
- Still haven't really nailed down individual task due dates

Remedies?

- More short term milestones
- Increase visibility of task due dates in weekly standup
- Follow up on individual task due dates with Slack

Iteration #4

What went right?

- Communication on Slack was strong, useful, and frequent
- The team seemed to enjoy developing some of the cool bonus features
- Multiple zoom meetings to make sure testing approach was sound
- Digital desk checks helped speed along the development of the notification feature nicely

What went wrong?

- Still haven't really nailed down individual task due dates

Remedies?

- Have due dates created by the individuals that are assigned to them
- Increase visibility of task due dates in weekly standup

Iteration #5

What went right?

- Communication on Slack was strong, useful, and frequent
- The team seemed to enjoy developing some of the cool bonus features
- Strong team support when integration bugs came up

What went wrong?

- GitHub issues felt like a bit of an afterthought

Remedies?

- Centralize bug tracking tools. In practice, we probably wouldn't have done github issues at all but instead relied wholly on glo boards. It needs to be a conversation regardless.