Find A Room

Sprint 3 Retrospective

CS 307

Team 13(Snoxy)

December 15, 2014

Members: Nathan Chang
Xiaojing Ji
Zilun Mai(Owen)
Saranyu Phusit(Team Leader)
Yao Xiao

Instructor: Professor Buster Dunsmore

Project Coordinator: Miguel Villarreal-Vasquez

1 What went well

Communication
We decided to work together for the last sprint so that we can have real-time communication among corporate members, and also to help when someone is stuck.

Presentation
We made a demonstration video to grab people?s attention. We feel like this is the best way of presenting it, and by this way we can also have a precise timing, avoiding potential risks. It turns out in the actual presentation, the video totally met our expectations. We focused highly on features and what the application has to offer rather than showing how it works while presenting. This allowed us to present our application in its entirety.

Navigation
The step by step navigation is successful using the BFS algorithm. The route could show up precisely. The generated instruction is clear enough for the user to follow. We also solve the problem when the user stops the navigation midway.

UI
We improved the entire UI to make it more user friendly. We provided the UI to ensure everything on the map can be redrew immediately after users re-enter their current location or change their destination during the navigation, so that user can see their update easily. We also provided icons for public facilities quick access and chatting window. More members of the team were working on the UI portion during this sprint, easing the workload for the main UI developer.

2 What didn't go well

Work Spacing
We didn?t space all of our work over sprint two?s time very well. This lead to very long work sessions and many hours of lost sleep and other days with little to no work being done, because user stories covered on the first two sprints are comparatively easy to be implemented, while the remaining user stories requires a lot of work.

Framework
We use the cordova framework to generate the mobile app. The framework is agile and easy to use. However, we ran into several problems such as scrolling and positioning, which made us spend a lot of time trying to fix it.

3 Improvements

- **Work Times**

  We started to work a bit later than we would have liked and thus we had to overwork on the few days that we did work.

- **Work distributed.**

  We should spend time on distributed work more wisely. For example, some important task which is the pre requirement of other tasks should be done prior to other tasks and should be distributed to best team members.

4 Sprint Details

User Story: As a user, I would like to see the suggestions while inputting the destination		
Tasks	**Estimate time**	**Owner**
Application shows the possible destination as an autocomplete list for the textbox	2 hours	Nathan
User Stories: As a user, I would like to see the shortest path to my destination highlighted on the map		
Tasks	**Estimate time**	**Owner**
Specify the navigation nodes and configure the database to make these nodes be able to correspond to any destination	6 hours	Yao
Create the database for the edges between all the navigation nodes	4 hours	Zilun
Apply the shortest path algorithm to find the route to the destination	4 hours	Yao
Show the path on the map screen	4 hours	Gott
User Story: As a user, I would like to have a step-by-step instructions to guide me to the destination		
Tasks	**Estimate time**	**Owner**
Automatically generate the instruction from the path between any two navigation nodes in the route	8 hours each	Yao Zilun
Automatically generate the instruction from the navigation node to the real destination	8 hours each	Zilun Nathan
Design a UI for showing the instruction on the screen	4 hours	Gott
Implement the UI and interactions for this screen	10 hours each	Gott Xiaojing
Provide the way for the user to respond whether he/she has completed each step of the instruction or not	4 hours	Zilun
User Story: As a user, I would like be able to re-input my location if I am away from the		

directions.		
Tasks	**Estimate time**	**Owner**
Design a screen to help user to re-figure out where they are	4 hours	Gott
Implement this helper screen and connect it to the existing QR-code scanner and the manual location input	8 hours	Xiaojing
Re-calculate the shortest path and restart the navigation	4 hours	Yao
User Story: As a user, I would like to have easy-to-find qr code on the wall at every corner,crossroad and entrance		
Tasks	**Estimate Time**	**Owner**
Print the qr codes out and put it on the corners and entrances of the test building	30 minutes	Nathan
User Story: As a user, I would like to be able to manipulate the map to view where I am better		
Tasks	**Estimate Time**	**Owner**
Implement scrolling the map vertically and horizontally	4 hours	Nathan
Implement zooming the map in and out.	6 hours	Nathan
User Story: As a user, I would like to have a good user experience using an app		
Tasks	**Estimate time**	**Owner**
Implement the mobile-app-like transitions between pages	8 hours each	Gott, Nathan
Design and Implement the navigation menu	3 hours each	Gott, Xiaojing
User Story: As a user, I would like to be able to communicate with people who are currently inside the building.		
Tasks	**Estimate time**	**Owner**
Design and implement the messaging screen	8 hours	Xiaojing

Show the available users inside the building	6 hours	Zilun
Allow the user to request help from the person inside the building	6 hours	Yao
Allow the user to set the status offline	2 hours	Yao