# Spreetail Senior Design Release 6 Retrospective

# What we did in Release 6

## Hardware:

* Capture changes
  + Sending images to the queue while capturing photos
  + Set interval and duration from front end
* Save to Azure Storage
  + Send message to frontend if you are overwriting an existing ID in the azure storage
* Code cleanup and commenting
* Writing a script to install libraries & run server application

## Front End:

* Removed individual progresses
* Added confirmation modals
* Refactored a lot of components
  + Preview, Output, Modal
* Organized Styles
* Added environment variables to control duration and interval

## Others:

* User guide document, Installation and deployment guide
* Prepared for the Showcase

# What went well:

* Reached the Minimum Viable Product as defined in earlier releases
* Sponsors were very impressed by the solution
* Were able to work well together as a team to finish out the project strong and complete as much of the project as possible.
* We were able to debug major issues encountered during R6, such as the turntable not working or the front end not being able to connect to the hardware server

# What didn’t go well:

* We had many occurences of what we refer to as “curse of the demo”. This is when something goes wrong during the demo or right before the demo. It discredits the work that we did by showing that there are still issues in the current solution
* The turntable had stopped working 10 minutes prior to the release meeting. We had to take it apart to fix it before the meeting started.