

Sprint2 Retrospective Meeting

What went well during this Sprint?

What went well was that there was a lot of documentation online, which made it easier to research what exactly we needed to code. For example, there was official Google documentation on how to create the manifest.js file, and there were Stack Overflow forums explaining how to find the exact position of text on the screen. We also were able to complete a lot of our tasks quickly and efficiently, for example, our camera.js file and our canvas.js file worked without problems.

What problems were encountered?

We encountered a lot of issues with correctly writing code based off our research. We would find code online but, because of our inexperience, did not fully understand it, and it was very challenging to make it work exactly with our code. For example, Nate and Yasemin were having issues with the background.js file and injecting code directly, and Michelle was having issues with finding the position of the word that was clicked on, as well as dealing with line breaks. We also had issues with inspect element breaking the canvas, and other small bugs that we couldn't fix in time. Finally, we had many merge conflict issues, as nothing merges correctly onto google extensions.

Were these problems solved? If so, how, if not, why?

We were able to solve some of these problems. We solved the issue of finding the position of a clicked word by figuring out that incorrect object type was causing the problems because an Element does not have a DOMRect property whereas a Node does. Some of the methods available for one object type were not available for another object type, which also took some time to find a workaround. We partially solved the issue of background.js not injecting code properly by, instead of having it inject on a button press, made it inject the code immediately once the extension was opened. The code for doing this was much simpler. However, we still need to have it work with the popup, so this is something we will fix in the next sprint. We still have many small bugs we need to fix, that we just didn't have time for, so these will be added to the project backlog (alongside what we mentioned earlier.)

What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?

Some helpful changes are to plan more time at the end of the sprint to merge our code, as well as merging code more often throughout the sprint. Another helpful change is to communicate more during class and work together more. The Scrum Master should also talk to other team members and see if everyone's code matches.