

What went well

Achieving the goals that we had set for sprint 2.

Completed the desired functionality for the app

Created and finished the backend requirements for the app's functionality

Created interface that allows for the interaction with the firebase database

- Profile page
- Registering and logging in
- Moods
- Preference search

Made the spice it up activity more robust

- Allows for rerolls
- Does preference search
- Can choose preference easily

Maintained code while working much more efficiently

- Code was written better
- Comments were much more common

GitHub repo was much more active, better use of forks and branches, master branch never crashed. Commits were more "micro" instead of large changes that would affect other aspects.

Communication outside of scrum meetings was much more fluid, problems members had with code was solved over Slack and did not require waiting for the next meeting to hash out small issues.

What didn't go well

Distribution of work between members, *again*. **Entire work of the sprint was done by three members of the group, fourth member contributed virtually nothing.**

Issue with GPS/location with working indoors

Dependencies did not always play nice with new additions

Creating the database was troublesome, many iterations and ideas before settling on the current platform and model.

Working with the database was not always obvious, learning curve with using NoSQL/Firebase methods

To sum up above, a lot of time wasted trying to figure out issues that ended up being fairly simple/trivial.

What could be improved

Unit testing was an afterthought

Finding solutions to trivial issues more efficiently.

Increase the amount of time teammates code together, do less work on our own.

Schedule more meetings for a purpose outside of scrumming.

Make the work done less “spiky”, i.e. work on the app in a more spread out time frame instead of hours at a time with days in between.

Error detection within code, “protecting” user from unexpected results crashing the app or ruining experience.

Challenges

Working around having a member that didn't contribute.

Understanding of some elements of Android Studio/App development hindered progress

Getting the technology to work