Project: Arizona Roadmaps

Scrum Master: Dina Bataq

Team:

- Javanshir Pashayev
- Dina Bataq
- Markus Valvur
- Tin Pham

Sprint 4 Summary, November 9 - November 22

Meetings:

11/09/2020 → 11/13/2020 [10:30 A.M.]
11/16/2020 → 11/20/2020 [10:30 A.M.]

Description:
The main goal of this sprint was to follow through with creating our presentation as well as continue with previous sprints backlog. Specifically, continue implementing the search functionality, settings drawer UI, and bottom navigation bar UI. We've also pushed a new task of designing and implementing a new page for the third button of the bottom navigation bar. We want to have a prototype of the page to be finished off for the next sprint.

List of Project Backlog Items Committed:

For this sprint we had 3 user stories.

- **Project Presentation:** This story was assigned to ALL.
  - Acceptance Criteria: Creating slides for presentation and rehearsing it.
  - **Video** : This purpose of this task was to create a video for a complete Arizona RoadMap.
  - **Technologies**: The purpose of this task was to talk about the technologies used in the development of the application.
  - **Skeleton**: The purpose of this task was to share the skeleton of the AZ Roadmap with everyone.
  - **Arizona RoadMap UI**: The purpose of this task was to add to the presentation everything that was developed in the application.
  - **Rehearse and Review**: The task was assigned to review the slides and practice presenting.
  - **OverLay**: The purpose of this task was for Javanshir to look over the whole presentation and make sure everything the team worked on was covered.

- - **Value Created and Future Development Plan**: This task was assigned to Markus and the purpose of it was to have some of the slides filled up.
  - **Lessons Learned**: Depict the lessons learned while creating the app. All the issues surrounding the code editor, the bugs while building the app, framework issues, etc
- **Search Page:** This story was assigned to Dina Bataq, the purpose of this story was to customize the search bar from the bottom navigation bar.
  - Acceptance Criteria: Be able to diagnose issues surrounding runtime of software on emulator.
  - Emulator: Emulator provides issues when testing, need to connect phone
    - **Search Page:** This story was postponed. The emulator provides faulty data when running the application. A phone iOS or android needs to be connected and used to test the app.
- **Setting Drawer:** This story was assigned to Markus Valvur and Tin Pham. The purpose of this story was to update the UI.
  - Acceptance Criteria: Updated UI and displayed on the bottom navigation bar.
  - Fourth icon on Bottom bar: The purpose of this task was to transition the button from top-right to the bottom navigation bar.
  - Button Colored Highlight for the selection On press: The purpose of this task was to have the button of the setting drawer highlighted when they are pressed.

- ★ Status: All of these stories were not complete and closed on time.
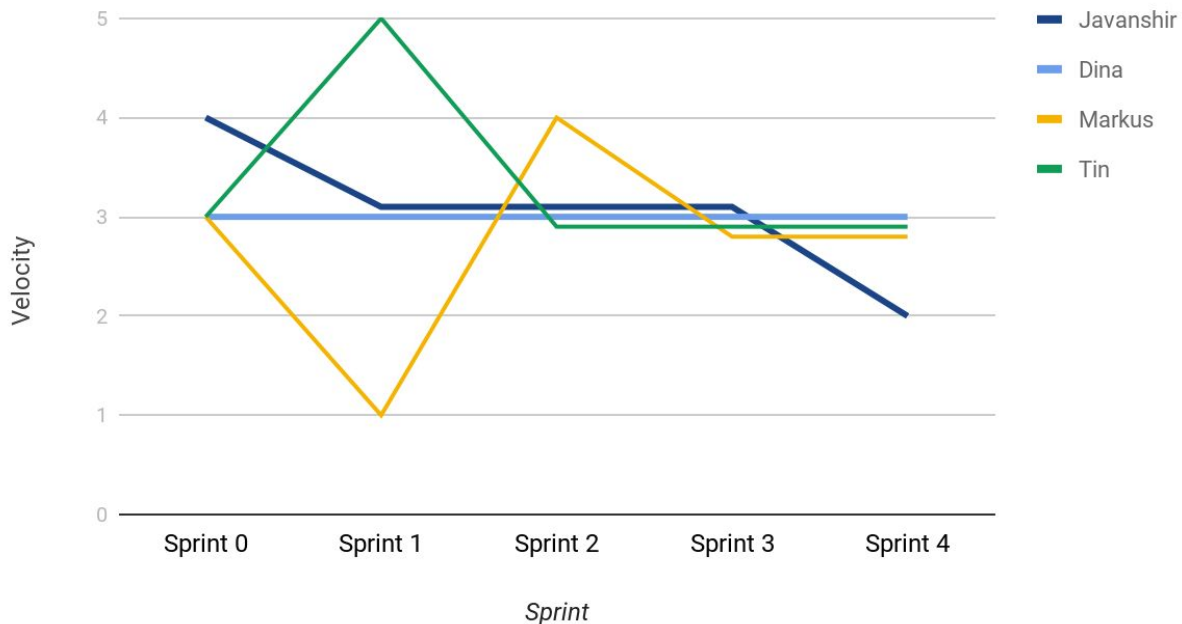 - Search Page was postponed until a device other than an emulator could be connected.

Sprint Velocity:

- Overall Velocity: 11 of [11] **(total tasks finished of total assigned)**

Individual Velocities:

- ❖ Javanshir: 2
- ❖ Dina: 3
- ❖ Markus: 3
- ❖ Tin: 3

Sprint Velocity

With the task of completing the project presentations slides mixed in with sprint 4, workload in regards to the project itself became sluggish and stagnant. We were able to complete the slides with ample effort and time as well as designate rehearsing time for it. However, because of this, product backlog had to be pushed back for future sprints to be completed.

Link to Scrum Tracking progression:
https://tree.taiga.io/project/dinabataq-arizona-roadmap/

Product Owner Feedback:

- ❏ Functionality Demonstrated
    - ❏ Update Bottom Navigation Bar with Settings button
    - ❏ Update Setting Selection: Selections highlight when you hover
    - ❏ UI and Gmap Connectivity Presentation
- ❏ Feedback given by Instructor: Garima Agrawal
    - ❏ The app will require a future implementation of an algorithm if it is to fulfill the designated requirements. App currently doesn't display the navigation process and this will be a main component to the app's success.
- ❏ Feedback given by Product Owner

- ❏ UI looks smooth and doesn't seem to have problems. Search bar is glitchy on the emulator. Efficiency has improved, to tackle any future issues, we must begin testing on a phone instead of an emulator. Fix efficiency and begin routing implementation. The app is coming together and providing a clear view of what its future should look like.
- ❏ Description of team response to feedback.
  - ❏ We will work on the Search functionality to see if there are any possible solutions to reduce lag. The app will run faster on a phone rather than an emulator. This will facilitate diagnosing any runtime issues. The UI is mostly finalized and we will have a strong base to work with when designing a routing algorithm. This will be the main event for the next capstone session in the spring.

Team Process Improvements:

Team meetings and sprints have become second-to-none now that we've become accustomed to the technologies we've been using such as Zoom, Taiga, Android Studio, Github, etc. Tasks preparation, assignment, and completion is swift and much more independent now that each of us are familiar with these tools. Each of us are more than capable of handling such responsibilities with very few flaws to come about it. If there was such a case, communication is top notch such that each of us are more than willing to help when needed whether it be verbal assistance or hands-on.