What went well in this sprint?

1. Learned PHP
   This first sprint had a very steep learning curve and required a lot of learning from the team. A large majority of the team had done little to no web development in the past so learning the language and the basics of web development was the first thing that was accomplished. Like learning any language, development started out slow but the team started to pick up on HTML, PHP, CSS, and Javascript as problems were explored and solved.
   By the end of the sprint, the team was able to fully comprehend and dissect all code snippets that encountered in the framework source. The team has also become more confident about their ability to create code from scratch after interacting with plugin development.

2. Server Setup
   Adapting to the Oxwall framework also required some time. While the package is very good for what the team is trying to do, its documentation is lacking and could be more verbose. The apparent lack of documentation caused the learning of the framework to be slower than expected, but the team is working through it and learning each part as needed.
   As far as setting up the basic website, the team managed to complete a lot of the necessary site interface. The team successfully integrated oxwall with the user creation and login forms insuring that all redirects route the user to the proper areas. User profiles and generic settings have been successfully installed as well. Users can now set their individual privacy settings and edit their profile as they see fit. Although there is room for further development, the team agrees that all the basic information needed for a social website is currently available. Basic event creation and moderation have been completed so that users can make events and view participants.

3. Calendar Plugin
   The calendar plugin was one of our big todos for the first sprint because it did not have any required base work done beforehand. The team created a calendar plugin that has been in the spirit of oxwall plugins that works nicely with the rest of the environment. The team also believes that the current calendar interface is designed to be able to build off of and add additional features relatively easily.
What went poorly in this sprint?

1. Communication
   The largest problem during this sprint was the communication amongst group members. The team is attributing this mostly to external factors such as other classes, exams, and spring break and agrees that future weeks will run more smoothly. Due to poor communication the team was not always as productive as could have been during the meetings that did take place.

2. Realistic Planning
   The next problem is that the team planned to accomplish more than was realistically possible considering the learning of an entirely new subject area. Due to time constraints, there were several things that we were not able to get completed. The team initially had an external page setup for the main login page which would redirect to the Oxwall page. While the external page looked very good stand alone, it did not flow well into the existing Oxwall environment. This is something that the team only realized after the fact and will have to pursue changes in the future.

   Adding workouts is close to being complete but the team will have to change how they are presented from how the team originally planned. They were initially created as a plugin but should of been done in a widget instead because we will have to add that widget several different places. This is not a major issue and can be modified without too much additional work but it has not been completed yet. The team also had planned to have a significant amount of work done on the friends system but this got pushed back because there was simply just not enough time.

3. Commitment to Original Plan
   One last problem that the team faced was not sticking to the original plan that was drafted in the sprint 1 planning document. Although some unforeseeable problems arose such as homepage routing, the team did not focus on the design aspects that were originally outlined. The calendar plugin was created instead of the workout plugin which was the original focus of the sprint one.

How can the team improve for next sprint?

1. Communication
   As stated earlier, the team’s biggest issue was the apparent lack of communication between members. While the team did meet several times during this sprint, they were not always as productive and informative as could have been. To help fix these issues, the
team will be meeting more frequently than the last sprint and minimize irrelevant discussions that will not directly benefit the project or its development.

2. Realistic Planning

A large reason the team could not complete all that was originally planned for this semester was due to other classes, exams, and spring break during this sprint. All of the team’s extra commitments made it difficult to spend as much time as desired on this sprint’s development. The team now has a more realistic view of how much work can actually be accomplished in the upcoming sprints. The team’s course and exam load will also not be quite as significant the rest of the semester which will free up more time that can be spent on the Athties project. The team will be putting more of a focus on this project to enable more tasks to be complete during future sprints.

3. Commitment to Original Plan

The team will put forth more focus towards sticking to the documented plans that have already been drafted. Much of the problem resided in the overestimation of what could have accomplished so that time had to be shifted towards different tasks. The team will now be able to commit to the original thoughts because more realistic planning will take place.