

CT Explored Scavenger Hunt App  
Sprint Six Report  
Mad Hatterz  
4/29/2024  
Team members: [redacted]

## Functionality

During this sprint, the team accomplished the documentation for all sides of the app, as expected. Future teams will have access to that and be able to understand what is going on in the app and how it was made. We were also able to add another tour, the Hartford tour, as requested by the client, making our tours more diverse. In addition, we worked on the user interface (UI) and how it looks, making it more appealing to the user. In addition, we fixed some issues with the database and were able to create a link between two tables. Lastly, we worked on cleaning up the leaderboard design and implementing new logic to make it easier for the user to find where they stand on the leaderboard.

We planned for 11 points. Out of those we accomplished all 11 points. We had 8 points for documentation, 1 point for the extra tour that got added, 1 point for the UI being more appealing, and the last point was for the leaderboard score.

## Demo of the App:

[see attached video]

## Individual Contributions

During this sprint, [redacted] integrated the new Hartford tour into the application, in alignment with the client's request. Simultaneously, she crafted the documentation for the Supabase database, outlining important aspects, so future teams can possess necessary knowledge to leverage the functionality. Finally, [redacted] collaborated with [redacted] to rectify the malfunctioning database, which required complete reconstruction to restore functionality (refer to the 'problems faced' section for more information).

[redacted] worked on crafting comprehensive documentation that detailed the functionality of the app and encompassed the configuration process. He meticulously outlined the process needed to set up the app and its environment and ensured that there was clarity and future teams would be able to understand. In addition, [redacted] worked on enhancing user interface (UI) design and made the app more visually appealing.

[redacted] focused on resolving issues with the web snippet that was responsible for displaying leaderboard information. Additionally, he created comprehensive documentation that outlined its functionality and details of the leaderboard snippet.

[redacted] worked on documenting the step-by-step process for launching our app on Android. He ensured there was clarity in instruction, when it comes to internal testing on the Google Play Store. Additionally, [redacted] facilitated the setup for the Google Play Developer account and guided our client through the process to configure it. In addition, he assisted with some of the database issues.

[redacted] worked on cleaning up the leaderboard page's design, removing unnecessary user controls while also implementing logic to identify the active user on the leaderboard page so the user can easily find themselves in the rankings.

## Customer's Feedback

When meeting with [redacted], we were not able to demo the app because at the time, the database was down and not functioning. However, we did set her up with an account that would allow her to test the app on her own device, from TestFlight. After testing the working version, she expressed satisfaction and approval with the work we had completed.

## What Worked Well

The aspect of the sprint that worked well for us was being able to bounce back quickly from the database malfunction. When we hit the issue with the database not functioning properly, we were able to combine forces and resolve the matter quickly.

## Problems Faced

One of the biggest problems we faced was the fact that our database went down, one week before the project was due. In order to test if the database was working properly, we had to delete data that was already in the database. However, when the deletion occurred, we ran into a “cascading” issue, where it ended up deleting data from multiple tables down the line, not just the table of users we needed.

## Lessons Learned

One of the lessons we learned was that taking such a big risk of messing with the database, one week before the deadline, was not the brightest idea we had. Although it was a lot to remake and we had to recreate the database from scratch, we learned a valuable lesson; To ensure more comprehensive testing protocols are in place, to prevent the cascading issue from occurring when modifying the database. We also learned that it's a terrible idea to mess with main features during the last two weeks of project production.

## Changes to be Made

Based on our experience, we will implement measures that will allow us to roll back to a working version of the database or have a backup to avoid losing big data across multiple tables. We will also not do a big destructive query, one week before the project is due.

## Challenges Anticipated

Some challenges we anticipate for future teams is understanding the intricate authentication process and the flow within the app. Given that the project is complex and there are many interconnected components (including OAuth, Supabase, and our actual app), understanding this authentication process may be difficult for new teams. Although we created extensive documentation to help new teams understand, we anticipate that it will still be a challenge for new teams unfamiliar with this app.