Daily stand-up meeting Report:

Date: 5th of October.

Sprint: Week 2.

The daily stand-up meeting was held to review ongoing work and identify any blockers. Alot of the team members were unsure of how this sprint will go or even what their job would be. but we manged to set the track ready, a ClickUp space was created for the manufacturing project, admittedly this was supposed to be done in the first sprint, but the team decided to move on and focus on the new sprint.

Compared to the last sprint the team seemed to have aligned goals and greater focus with determination to do better this sprint.

Date: 7th of October.

Sprint: week 2.

The team started by working on the user stories to create the functional and non functional requirements. It seemed there was some misunderstanding between the team members and a form of attention loss that caused a delay but not much time was lost due to the problem. Noting that there was tension between some members, but it all was resolved in the meeting thankfully and the team returned to work.

The functional and non-functional requirements were basically done and work on the narrative and use cases starts. Daily stand-up meeting Report:

Dater:9th of October.

Sprint: week 2.

Some team members were annoyed at the fact that the daily meeting was not daily as apparent by the date. Others were happy enough that we managed to make some form of meeting. Our scrum master was having some trouble communicating to the team due to technical issues which caused some distress between the members of the team discussing wither to change scrum masters, but it was resolved in the end. Work on the UI/UX started using Figma which helped lot in the UI making.

Technical issues resolved and work on the UI is coming along. It seemed to have a positive impact on the team's moral

Weekly sync meeting Report

Date: 10th of October.

Sprint: week 2.

The weekly sync meeting was held to review the overall progress of the project in this sprint and address the challenges that occurred throughout the week. Despite a rough start, the team has shown clear improvement in communication and coordination. The creation of the ClickUp space, functional and non-functional requirement, and the start of the UI/UX design work using Figma marked significant progress in the project

While there was moment of confusion and tension, meeting consistency and communication issues, these challenges were acknowledged and resolved. The discussions during the week seemed to have increased the team's understanding of their roles and the project's direction.

The team's progress this week reflected both learning and growth. With the UI taking shape and the team starting work on the design aspects, moral was high, setting a positive tone for the next sprint.

UI/UX interview with team members:

Three members of the design team were chosen as customers to be the interviewers to decide on the orientation and interface of the UI, interacting and giving feedback to the product owner.

The team finished the first iteration, after the interviewers wanted the worker actor to have his own interface, but it seemed not to a peal to the interviewers as they noted many changes that needed to be done so extra work on the same matter in the project was needed.

Alot was changed as the colouring, orientation of buttons and some changes to the logo were made. The work was shown to the interviewers, but the customers didn't like the worker in the project having his own UI asking the product owner to chang. Adding other extra requirements that were needed.

Again, changes to the UI were made with the requirements added and then reviewed by the reviewers and finally were excepted and the whole team agreed the changed were good and necessary even

Key point: the interview helped us identify certain issues that needed chang and additions that positively impacted the UI, that unless were reviewed many times wouldn't have been made.