**Let’s play Football**

**Project Number: 2**

**Back Log**

Instructor: Jerry Lebowitz

Scrum Master: Nhan Phan

Product Owner: Austin Merando

Team members: John Zavala, Sina Heydarimolaei

Meetings:

1. 10/28/2016
   1. Before the meeting: All member presented
   2. During the meeting: Wrote the 10 Agile Stories along with the scenarios of each story
2. 10/31/2016
   1. Before the meeting: John Zavala, Nhan Phan presented
   2. During the meeting: Discussing ideas for implementing a map for the project
3. 11/02/2016
   1. Before the meeting: Nhan Phan, Austin Merando, Sina Heydarimolaei presented
   2. During the meeting: Fixing issues on the first user story
4. 11/07/2016
   1. Before the meeting: Nhan Phan, Sina Heydarimolaei, Austin Merando presented
   2. During the meeting:
      1. Continue working on the first story, UML, Test plan
      2. Kayvon Haghighi joined TheBrogrammer
5. 11/09/2016
   1. Before the meeting: Nhan Phan, Kayvon Haghighi, Sina Heydarimolaei presented
   2. During the meeting: Working on QT GUI
6. 11/10/2016
   1. Before the meeting: Nhan Phan, Kayvon Haghighi, Sina Heydarimolaei presented
   2. During the meeting: Reading from file fixed, almost finished the GUI
7. 11/14/2016
   1. Before the meeting: Nhan Phan, Kayvon Haghighi, Sina Heydarimolaei, John Zavala presented
   2. During the meeting: Adding feature to the software, improving GUI
8. 11/16/2016
   1. Before the meeting: Nhan Phan, Kayvon Haghighi, Sina Heydarimolaei, John Zavala presented
   2. During the meeting: Check members’ stories
9. 11/18/2016
   1. Before the meeting: Kayvon Haghighi, Sina Heydarimolaei, John Zavala presented
   2. During the meeting: Check members’ stories
10. 11/21/2016
    1. Before the meeting: Nhan Phan, Kayvon Haghighi, Sina Heydarimolaei presented
    2. During the meeting: Fixing bugs on github
    3. After the meeting:
11. 11/28/2016
    1. Before the meeting: Nhan Phan, Kayvon Haghighi presented
    2. During the meeting: Revise the user story to check what’s done and what’s needed to finsh