**Sprint 2**

Scrum Master: Maddie

Product Owner: Sangey

**Planning**

Create our sprint backlog, break the user stories into tasks, and delegate new user story point. We have a week to complete it (5 sprint days including 1 day on the weekend). We would like to have the core game mechanics finished at the end of this sprint => goals. We changed some of the Game logic because we think we should implement some features at a later phase.

**Day 1**

We had to spend time refactoring some functionality of the Start Game button so that the creator of the game can be the only person who can start the game. It was a functionality that we hadn't considered before, we spend about 2 story points on it. We made some changed to our Domain model and had a hard time (painful experience) implementing Round and Round Action logic. Performed System tests.

**Day 2**

We have implemented the countdown timer for player answering the question. Exact time and date of the player's answer and the chosen answer is saved to the database. We performed some extra checks for the Player answers and made System tests for each implemented functionality. Created the funcionality for determining the order of Players in a list of Players.

**Day 3**

The Player Order and Map Selection has been implemented fully in our code. It took way longer than we have anticipated. The logic started to get really complicated and debugging got harder and inevitable.

**Day 4**

As a group we have decided that the first version of the game might be too complicated to implement after all, so we agreed to make a simpler version while continued working on the more complicated version at the same time. Our domain model has been simplified, we are keeping only the Starting round, without the other two and we are dropping the map, refactored the necessary code.

**Day 5 & 6**

We have continued building up the simplified version.

What went well:

* we regularly showed up on time each day
* we did pair-programming
* communicated well and did not have any major group conflicts

What did not go well:

* we dropped some User stories from our project because we figured it was getting too complicated and we wouldn’t have enough time

What can be improved?

We did only 21 story points in Sprint 2.