G305: Mini-Project Scrum Board

The Scrum board has been used as a tool for visualizing, organizing, and structuring the Mini-Project. The product backlog shows the assignments for the Mini-Project, that have been categorized in the three major functional groups, Server, Client & JavaFX. The order of the list is made in chronological order for each category, to represent the intended time flow from top to bottom. The backlog also features the priority and expected time (ET) for each time. Each Sprint-log consists of focus-assignments for the given sprint.

Forecast	Project Backlog for Sprint 1	Priority	ET	Complete
	To do	**Priority**	**ET**	**Complete**
Server	**Class diagram** (A structural diagram that highlights the classes of the program)	Medium	1 hour	
	Class to run server (A class that sets up the server end of the network connection)	High	10+ hours	
	Cards (String values that hold information for each card)	High	1 hour	
	Establish connection with client (Establishing a connection between server and client)	High	1 hour	
	Class to handle game (A class that can start and execute a game)	High	10+ hours	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program)	Medium	1 hour	
	Client-class (A class that sets up the client end of the network connection)	High	10+ hours	
	Establish connection with server (Establishing a connection between server and client)	High	1 hour	
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)	Low	2-3 hours	
	Game Layout (Visual representation of the game)	Medium	6-8 hours	

Forecast	Sprint 1: 23/9 - 29/9	In progress	Complete
	To do	**In progress**	**Complete**
Server	**Class diagram** (A structural diagram that highlights the classes of the program)	x	X
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program)	x	X
JavaFX			

Project Backlog for Sprint 2				
Forecast	To do	Priority	ET	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)	Medium	1 hour	x
	ServerRunnable-class (A class that sets up the server end of the network connection)	High	10+ hours	
	Cards (String values that hold information for each card)	High	1 hour	x
	Establish connection with client (Establishing a connection between server and client)	High	1 hour	
	Class to handle game (A class that can start and execute a game)	High	10+ hours	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program	Medium	1 hour	x
	Client-class (A class that sets up the client end of the network connection)	High	10+ hours	
	Establish connection with server (Establishing a connection between server and client)	High	1 hour	
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)	Low	2-3 hours	x
	Game Layout (Visual representation of the game)	Medium	6-8 hours	

Sprint 2: 30/9 - 6/10			
Forecast	To do	In progress	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)		x
	Cards (String values that hold information for each card)	x	x
	ServerRunnable-class (A class that sets up the server end of the network connection)	x	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program)		x
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)	x	x

Project Backlog for Sprint 3				
Forecast	To do	Priority	ET	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)	Medium	1 hour	x
	ServerRunnable-class (A class that sets up the server end of the network connection)	High	10+ hours	
	Cards (String values that hold information for each card)	High	1 hour	x
	Establish connection with client (Establishing a connection between server and client)	High	1 hour	
	HandleGame-class (A class that can start and execute a game)	High	10+ hours	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program	Medium	1 hour	x
	Client-class (A class that sets up the client end of the network connection)	High	10+ hours	
	Establish connection with server (Establishing a connection between server and client)	High	1 hour	
JavaFX	**AdobeXD:** Prototype (A low-fidelity prototype)	Low	2-3 hours	x
	Game Layout (Visual representation of the game)	Medium	6-8 hours	

Sprint 3: 7/10 - 13/10			
Forecast	To do	In progress	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)		x
	Cards (String values that hold information for each card)		x
	ServerRunnable-class (A class that sets up the server end of the network connection)	x	
	HandleGame-class (A class that can start and execute a game)	x	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program)		x
	Client-class (A class that sets up the client end of the network connection)	x	
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)		x

Project Backlog for Sprint 4				
Forecast	To do	Priority	ET	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)	Medium	1 hour	x
	ServerRunnable-class (A class that sets up the server end of the network connection)	High	10+ hours	
	Cards (String values that hold information for each card)	High	1 hour	x
	Establish connection with client (Establishing a connection between server and client)	High	1 hour	x
	HandleGame-class (A class that can start and execute a game)	High	10+ hours	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program	Medium	1 hour	x
	Client-class (A class that sets up the client end of the network connection)	High	10+ hours	
	Establish connection with server (Establishing a connection between server and client)	High	1 hour	x
	Client repository (A separate repository for the client)	Medium	1 hour	
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)	Low	2-3 hours	x
	Scenebuilder: Front-page (FXML-file for the front-page)	Medium	2 hours	
	Scenebuilder: Player-lobby (FXML-file for the player lobby)	Medium	2 hours	
	Scenebuilder: Game-page (FXML-file for the game-page)	Medium	2 hours	

Sprint 4: 14/10 - 21/10			
Forecast	To do	In progress	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)		x
	Cards (String values that hold information for each card)		x
	ServerRunnable-class (A class that sets up the server end of the network connection)	x	
	HandleGame-class (A class that can start and execute a game)	x	
	Establish connection with client (Establishing a connection between server and client)	x	x
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program)		x
	Client-class (A class that sets up the client end of the network connection)	x	
	Establish connection with server (Establishing a connection between server and client)	x	x
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)		x
	Scenebuilder: Front-page (FXML-file for the front-page)	x	

Forecast	Project Backlog for Sprint 5			
	To do	Priority	ET	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)	Medium	1 hour	x
	ServerRunnable-class (A class that sets up the server end of the network connection)	High	10+ hours	
	Cards (String values that hold information for each card)	High	1 hour	x
	Establish connection with client (Establishing a connection between server and client)	High	1 hour	x
	HandleGame-class (A class that can start and execute a game)	High	10+ hours	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program	Medium	1 hour	x
	Client-class (A class that sets up the client end of the network connection)	High	10+ hours	
	Establish connection with server (Establishing a connection between server and client)	High	1 hour	x
	Client repository (A separate repository for the client)	Medium	1 hour	x
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)	Low	2-3 hours	x
	Scenebuilder: Front-page (FXML-file for the front-page)	Medium	2 hours	x
	Scenebuilder: Player-lobby (FXML-file for the player lobby)	Medium	2 hours	x
	Scenebuilder: Game-page (FXML-file for the game-page)	Medium	2 hours	
	Merge fxml files with Java project (Merge the Java FX layout with the functionality of the java coded program)	Medium	5-7 hours	

Sprint 5: 25/10 - 29/10			
Forecast	To do	In progress	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)		x
	Cards (String values that hold information for each card)		x
	ServerRunnable-class (A class that sets up the server end of the network connection)	x	
	HandleGame-class: (A class that can start and execute a game)	x	
	-Start game	x	x
	Establish connection with client (Establishing a connection between server and client)		x
	UserThread-class (A class that handles user activities)	x	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program)		x
	Client-class (A class that sets up the client end of the network connection)	x	
	Establish connection with server (Establishing a connection between server and client)		x
	Client Repository (A separate repository for the client)		x
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)		x
	Scenebuilder: Front-page (FXML-file for the front-page)		x
	Scenebuilder: Player-lobby (FXML-file for the player lobby)		x
	Scenebuilder: Game-page (FXML-file for the game-page)	x	

	Project Backlog for Sprint 6			
Forecast	To do	Priority	ET	Complete
Server	**Class diagram** (A structural diagram that higlights the classes of the program)	Medium	1 hour	x
	ServerRunnable-class (A class that sets up the server end of the network connection)	High	10+ hours	
	Cards (String values that hold information for each card)	High	1 hour	x
	Establish connection with client (Establishing a connection between server and client)	High	1 hour	x
	HandleGame-class (A class that can start and execute a game)	High	10+ hours	
Client	**Use case diagram** (A structural diagram that higlights the use cases of the program	Medium	1 hour	x
	Client-class (A class that sets up the client end of the network connection)	High	10+ hours	
	Establish connection with server (Establishing a connection between server and client)	High	1 hour	x
	Client repository (A seperate repository for the client)	Medium	1 hour	x
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)	Low	2-3 hours	x
	Scenebuilder: Front-page (FXML-file for the front-page)	Medium	2 hours	x
	Scenebuilder: Player-lobby (FXML-file for the player lobby)	Medium	2 hours	x
	Scenebuilder: Game-page (FXML-file for the game-page)	Medium	2 hours	
	Merge fxml files with Java project (Merge the Java FX layout with the functionality of the java coded program)	Medium	10+ hours	

Sprint 6: 1/11 - 7/11

Forecast	To do	In progress	Complete
Server	**Class diagram** (A structural diagram that highlights the classes of the program)		x
	Cards (String values that hold information for each card)		x
	ServerRunnable-class (A class that sets up the server end of the network connection)	x	
	HandleGame-class: (A class that can start and execute a game)	x	
	-Start game		x
	-Execute game	x	
	Establish connection with client (Establishing a connection between server and client)		x
	UserThread-class (A class that handles user activities)	x	
Client	**Use case diagram** (A structural diagram that highlights the use cases of the program)		x
	Client-class (A class that sets up the client end of the network connection)	x	
	Establish connection with server (Establishing a connection between server and client)		x
	Client Repository (A separate repository for the client)		x
JavaFX	**AdobeXD: Prototype** (A low-fidelity prototype)		x
	Scenebuilder: Front-page (FXML-file for the front-page)		x
	Scenebuilder: Player-lobby (FXML-file for the player lobby)		x
	Scenebuilder: Game-page (FXML-file for the game-page)		x
	Merge fxml files with Java project (Merge the Java FX layout with the functionality of the java coded program)	x	