Sprint 1 Review

11.51

All group members present.

- **End of Sprint 1: Sprint review**

  - Code review:

    - Command line game and database implemented and connected, some bugs persist:

      - input mismatch for command line input

      - Possible RoundCountWin bug, check logic

      - Database: if cant find database must throw exception

    - Tests were not completed, this will be finished in next sprint

  - Positives of sprint 1:

    - Implementation of command line version faster than expected

    - Planning of online version started earlier than expected, this will allow development to begin quicker during sprint

    - Some unit tests written, creating testing framework to be built upon for both online and CL

    - Code from CL version is reusable for online, this will also be a future development role

    - Current programme can stand alone as it is, meaning it could be used as a prototype for hypothetical customers

  - To improve:

    - User stories could be split up more into tasks

    - Although this version could be used as a prototype, this makes it harder to maintain and test

    - Test driven development should be implemented for next sprint

  - Afterthoughts

    - Unable to do set base design due to time constraints, this could be a consideration for future development

- Reflected on each members workload for sprint 1 and evaluated

- Discussed remaining product backlog, on track

- **Sprint 1 retrospective**

  - <u>What wasn't working:</u>

    - Trello was found to be ineffective as a planning tool and was mostly unused

  - <u>How we will improve:</u>

    - Using Excel spreadsheets was found to be much simpler and more efficient

- **For next meeting**

  - Sequence diagrams to be made

  - Create stories for sprint 2

  - Allocation of tasks for sprint 2 based on stories

  - Create wireframes for online GUI

  - Set release date based on release plan